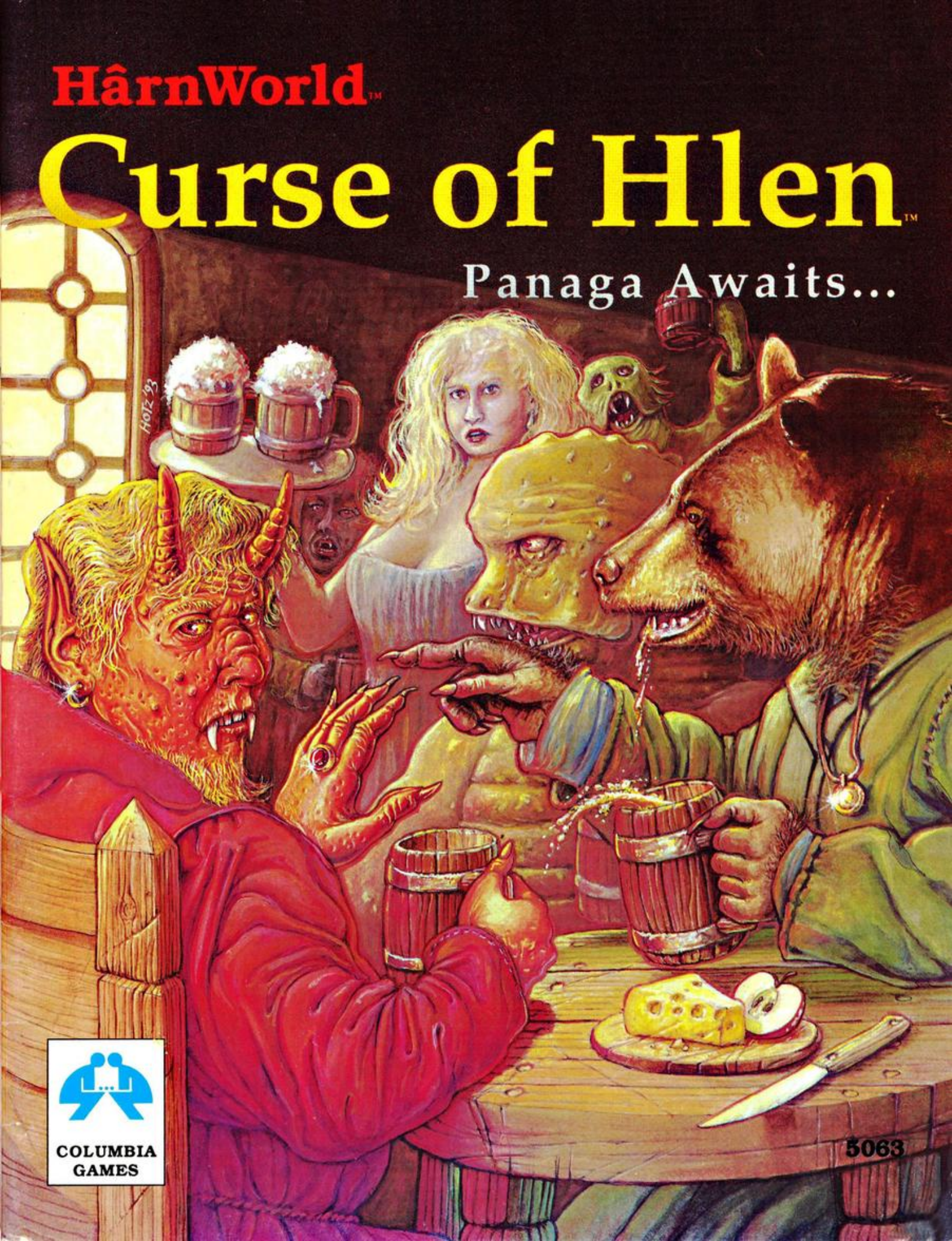
HârnWorld™

Curse of Hlen™

Panaga Awaits...



COLUMBIA GAMES

5063

Curse of Hlen™

Written By
N. Robin Crossby

Maps and Plans
N. Robin Crossby
Eric Hotz

Illustrations & Cover
Eric Hotz

Editor
Tom Dalgliesh

©1993, N.Robin Crossby
All rights reserved. Reproduction in any manner, without permission, is strictly prohibited by law.

Curse of Hlen and *HarnWorld* are Trademarks of Columbia Games Inc.

COLUMBIA GAMES INC.
Box 3457
Blaine, WA 98231

810 W. Broadway, #581
Vancouver, B.C. V5C 4C9

MEMBER OF GAMA THE GAME MANUFACTURERS ASSOCIATION

Episode I
The Staff of Fanon

The story begins as the group comes to the village of Fanon's Vale which is under a curse laid by a mysterious, evil entity calling himself Panaga. The fertility of the village depends on an ancient Sindarin talisman called the *Staff of Fanon*, which Panaga has stolen. If the staff cannot be recovered, the village dies. After a brief investigation, the group agrees to retrieve the Staff and makes their way through a strange interworld passageway to a hot desert on Yashain called *Nevara*. Despite terrible perils, the group recovers the Staff and returns it to its proper place, thereby saving the village.

In the process, the group picks up a few enchanted artifacts, including an ornate silver box. They have been unable to open the box and may be unaware of its significance. The box contains the *Eyes and Tongue of Ikaras.*

Having completed the *Staff of Fanon* adventure, the group has made an implacable enemy in Panaga. He will not rest until they are dead (or worse).

First Interlude

In Search of Panaga is meant to be resolved over a fairly long period of time. Between the adventures the group should hear rumours of Panaga's activities, but have no good lead on his location.

Kiraz:
The Horns of Ikaras

The second episode begins when Seryel of Melderyn, a mage who has been following events discretely from a distance, sends a letter asking the group to help correct Panaga's latest mischief, and warning them of Panaga's intent to exact revenge.

Seryel reveals the relationship between Panaga and Ikaras, a demon whom Panaga has captured and bound to his will. She advises the group to obtain the Eyes, Tongue and Horns of Ikaras in order to release the demon from Panaga's service. Seryel sends the group to Kiraz, the lost Khuzan city, to retrieve the Horns. She tells them she will again contact the group when they have obtained all of Ikaras's missing body parts...

The group travels to Kiraz and recovers a second silver box which also cannot be opened. This box contains the *Horns of Ikaras*, although the group does not certainly know this. They will, however, notice the two silver boxes are indistinguishable.

Second Interlude

Once they have the artifacts (and if they missed one or both silver boxes they can go back for them), several game months (at least) should pass. Seryel of Melderyn has been captured and held prisoner by Panaga for quite a long time. Only after her escape (or rescue) will she again communicate with the group.

In the period between the second and final installments, rumours of Panaga's evil deeds should abound. Panaga is becoming relatively famous in some circles and the group may hear this and that. Some folk in the know, may begin to perceive Panaga as a real threat to Hârn/Kethira... a *really scary* individual. The group may actually get into the habit of chasing down leads. They might get close, have several near-encounters, but they never quite catch the elusive Panaga. The PCs should realize that Panaga has not forgotten them.

Sample Rumours and/or Leads

- *After Panaga visits a village, half the population commits suicide. It could be all the women, all the children, all the men, everyone with blue eyes, or anything else at GM discretion.*
- *Panaga causes a graveyard to disappear and/or all its permanent residents to rise up, leave, or otherwise behave in an un-corpse-like manner.*
- *Panaga lays a series of increasingly difficult traps for the group. This requires GM development, but would build tension nicely.*
- *Panaga may, in his guise as a cloud of light, actually confront the group, although the encounter will be inconclusive.*
- *One or more of Panaga's servants (Vii perhaps) might attack the group on their master's behalf.*
- *The GM, if he feels like doing a fair bit of extra development, may involve the group in Seryel's rescue. This would require development of Seryel and the location where she is being held, but would provide an interesting diversion...*

Curse of Hlen: The Climax

After Seryel's escape/rescue, she contacts the group and informs them that Panaga is up to something at Hlen. She advises them to investigate as soon as possible.

Lerudus the Messenger

Seryel will likely communicate by sending her former apprentice, Lerudus, a Savoryan Shek-Pvar of moderate ability. He may accompany the group if the GM feels they need help or guidance to complete the quest. If the GM feels the group needs a *lot* of help, Lerudus may come with a mercenary or two. Lerudus will bear:

- *A letter of introduction from Seryel (p.6)*
- *The Poetic* Map of Harbaal and Points East *(module centerpiece)*

Lerudus has not studied Panaga and does not know more about him than do the PCs, perhaps less. He is intelligent, friendly, helpful, and quite personable. Lerudus knows the basic mission — to go to Hlen, determine what Panaga is doing and stop it, and him if possible.

Getting to Hlen

We presume that the characters will journey to an appropriate port, such as Thay or Cherafir, and there take ship to Borin. Depending on the wealth of the PCs, the GM may have Lerudus pay the expenses... or not.

Once at Borin, the group will outfit for the journey through the Harbalese Alps. While in Borin, they may investigate, and learn a few rumours about what is happening in Hlen. Clan Kobeaka are prominent in Borin and have relatives in Hlen. They may be a conduit for news from the east. Whether or not they learn anything new, the group should travel across the mountains to Hlen.

A Cover Story

Lerudus may suggest that the group pretend to represent the senior branch of Clan Pelstrom. This would give them authority to investigate, at least until word came from Mutilheim. The PCs may even try to obtain a commission from clan Pelstrom to conduct an inspection — this would avoid the need to forge letter(s) or lie, but would require a trip to Mutilheim. In any event, the PCs should agree on their story before they reach Hlen.

Arriving at Hlen

The first encounter at Hlen may be with local tribesmen or with members of Lyal's Band. If they are politic, the group may be welcomed, and learn more about the situation in Hlen.

Investigation at Hlen

While Radin, Mara and Kyman will not be helpful, the PCs should not have too much difficulty determining the situation at Hlen once they arrive. There are plenty of dissatisfied folk who would be more than happy to explain things — although Panaga's enchantment may make this more difficult (see *HLEN* 8). Eventually, they must learn how Panaga left, and follow him. If they take too long they may fall under the enchantment themselves.

Vaden Tol and Varaxis

Varaxis is a fairly linear path. Once the PCs arrive, they should wander about a bit, take a look at the Globe of Indan and perhaps make a few guesses about its function. Once this is done, Varax will give them no choice but to enter the Trials.

When they complete the Seven Trials, and come to the *Hall of Urvo*, any who died in the Trials will be resurrected, the group will find a tiny silver key (to the boxes they already have), and go through the portal in the west wall. This portal will take them straight to the Varaxis Vaden Tol as the wind begins blowing. The group will be transported to the *City of Nascent Visions*.

The City of Nascent Visions

The *City of Nascent Visions* is likely a place quite outside the PCs' experience and should prove interesting.

The group should first encounter members of the Laranian siege army. This is not the first time that Vaden Tol has delivered visitors from other worlds, so the Laranians will not be surprised to see the group. They will be questioned and, unless they give the officers cause for suspicion, released.

The Laranians should allow the PCs to cross the bridge without too much trouble. If the group makes a good impression, the Laranian officer(s) may brief them on the situation, and perhaps offer warnings and/or advice. This information will, of course, be slanted according to a rather conservative Laranian world-view.

When they arrive at the City of Nascent Visions, the group should investigate the situation. This can be done by tavern-crawling, or talking to the locals.

The Dhirikri are concerned with the whereabouts of their leader, Ikaras. They realize that someone has probably deprived him of his eyes, horns and tongue, because that is the only probable explanation for his absence. They do not, however, know who might have done this. Most suspect some powerful mage has *summoned* Ikaras off-world.

Panaga's Plans

Panaga is plotting to control the Vii and murder his master(s) to gain promotion within the ranks of the Agrikan demons. He plans an evil, between-worlds empire populated entirely by slaves. His plan envisions an army of demons and undead who could appear anywhere, at any time, even in the heart of an enemy's stronghold. With such a force, Panaga could force compliance by kingdoms anywhere in the Kethrian Family of worlds. This is the threat to "the very fabric of our existence" that Seryel fears.

The Dar'k'tir *(dar'k-tier)*

Panaga won power over Ikaras, who is a more powerful mage, by trickery. By removing Ikaras's eyes, horns and tongue, he rendered him will-less.

By himself, Panaga is not a particularly powerful mage. Much of his magic was enabled by the *Dar'k'tir*, an ancient artifact that has been handed down from generation to generation by the leaders of the Dhirikri. The Dar'k'tir is a *non-specific* mind control artifact. Its results are unpredictable, but its general effect is to impose the will of its user on that of its victim(s). The effect is limited only by the will and imagination of the user. Panaga used it at Fanon's Vale and Hlen, and over the Jarind wights at Varax. Its power is vast and its dangers are extreme.

The Dar'k'tir requires years of attunement to master. Panaga has not achieved full control and will become extremely dangerous when he does. Ikaras is still better attuned. If Ikaras is freed, Panaga will lose control of the artifact within minutes. If Ikaras is threatened with death, he will simply auto-teleport to safety. Hence, attempting to kill Ikaras would risk that the plot be uncovered. The artifact draws some power from the Dhirikri, especially from Ikaras, so in hostile hands it is particularly dangerous to the Dhirikri.

Hrak'arak's Plan

The ruler of the City of Nascent Visions is less ambitious; his plans revolve around retaining power in the city. Clearly, this is not a task for the faint-hearted or incompetent. The threats to Hrak'arak are numerous: any of his officers may chose the same path to glory that he did; the return of Ikaras would probably ferment rebellion; the Agrikans, Marsukans, or (less likely) the Laranians might attack the city at any time. Any of these events might prove fatal to Hrak'arak's leadership, and most likely to himself personally.

Hrak'arak perceives Ikaras as the greatest single threat. He knows Panaga has him, but not where. If Hrak'arak learns of the PC's objective, to release Ikaras, he will probably attempt to stop them. If/when Ikaras is released, Hrak'arak might deny knowlege of the imprisonment and try to cooperate with the Dhirikri leader. All things considered, for Hrak'arak, the present situation is preferable.

The Conspiracy

Panaga and Hrak'arak Dielvin, each for his own reasons, would like to see Ikaras kept out of circulation. (Hrak'arak would rather see him dead, but missing is nearly as good.) A secret political alliance between the two is a natural one. Each is ruthless and pragmatic, and each probably plans to do away with the other once their common enemies have fallen off battlements and the like...

Of the other local powers, the Laranians would prefer the City to remain in Hrak'arak's hands than in those of their enemies, but they do not believe in kidnapping, mutilation, or the disposal of souls, so they would be fairly neutral on the matter. The Agrikans and Prince Hestardis would like to see Ikaras restored to his people knowing that this would present a serious challenge to the present government. Ikaras might well be filled with sufficient anger to ferment a sudden, bloody uprising. Whether or not Hrak'arak managed to retain his power, this would destabilize the City — a situation that the Marsukans or the Agrikans are in the best position to exploit.

This might present a moral quandry to the PCs, assuming of course that they are moral. In the act of saving their own world from Panaga, they might cause the City to fall into the hands of the Agrikans. However, there are two factors which should allow them to proceed with clear consciences: first, saving the city from the Agrikans would not justify the

kidnapping and mutilation of Ikaras — the ends do not justify the means; second, the problems of Yashain are not theirs — this world has its own ethos and the PCs should probably act to preserve themselves and their loved ones before concerning themselves with moral complexities on a world where humans and many other races are immortal. Yashain is not *their place*. The PCs should do what needs doing and leave as quickly as possible...

Hestardis

Hestardis's personal power is considerable and he has some 200-300 minor demons under his control. He is Panaga's liege and would not approve of what he is doing.

If Ikaras is released, he will act against Panaga, and this would eventually cause Hestardis to learn what is transpiring. This in turn would cause Hestardis to act against Panaga — a suitable result for the PCs whose principal objective is to stop Panaga.

The GM may wish to develop Hestardis, and possibly the lower levels of Marsuk-Gandrak, to some degree. There is a chance that the PCs will meet Hestardis. He may even order them captured and brought to see him. If the PCs explain themselves and their objectives, Hestardis will likely finish the quest for them, by stripping Panaga of his offices and reducing him to the "ranks". Hestardis does not have the authority to keep the PCs on Yashain — unless they in some way act against him or his domain...

The Climax

The PCs need to discover the following facts about the City of Nascent Visions:

- *The political structure and leadership — something about Hrak'arak.*
- *The general nature of Marsuk-Gandrak — including that the constable of the first level is named Panaga.*
- *The status of Ikaras among his people.*
- *How to get into Marsuk-Gandrak.*

The first three data should not be difficult to obtain. They are common knowledge among residents of the City. They should be able to make an educated guess that Ikaras is held somewhere in the first level of Marsuk-Gandrak. From this point, they may be able to guess that the sewers are the key, and simply make for the nearest manhole cover to try their luck. Alternately, they may seek a guide. A walkabout will bring them to the fishmarket where Dhirikri sell fish. If they think about this, an ask the right questions, it might occur to them that the Dhirikri have no access to the river. Therefore, they are probably trading with the Vii — and this trading probably occurs in the sewers or first level of Marsuk-Gandrak. Properly placed bribes will get a Dhirikri fishmonger to guide them to Marsuk-Gandrak, and another (probably larger) bribe will get a Vii fisherman to help them find Ikaras without first wandering into Panaga's HQ.

Freeing Ikaras

Ikaras is held on the first level of Marsuk-Gandrak. With no will, he simply stands, blind and helpless in one location.

Once they find Ikaras, all they need do is use the silver key they obtained after the Seven Trials of Varax to open the silver boxes they obtained from Nevarna's Tower and Kiraz. The boxes can only be opened within ten feet of Ikaras.

Inside the boxes they will find the severed eyes, horns and tongue of Ikaras. Inserting them back where they belong will restore the demon's will and free him. He may well be rather angry at this point, and the PCs may have to convince him that they share a common enemy in Panaga. Once Ikaras is convinced that the PCs are "friends" he will go about the business of crushing Panaga. He may first offer a warning something like this:

> *"Get you well away for I shall wreak such terrible vengence that the very City may come down about us all. None shall stand before the vengence of the Dhirikri, none stay our might or gainsay our mission. He that wrought this evil upon us shall reap it tenfold, though the city itself and the powers arrayed about it shall burn and suffer."*

At this point the PCs might do well to make their escape to Vaden Tol and thence home, although this may not be easy (or the most interesting option). The GM can add the following twists to heighten the climax:

- *The ground shakes. There is rumbling and the sound of subterranean explosions. Parts of the City may collapse into Marsuk-Gandrak, creating craters.*
- *The Agrikan and/or Laranian armies chose this moment to attack. This would begin with heavy artillery bombardment(s). All able-bodied persons within the city would be conscripted into the defending army. This might be considered a "good*

cause" for the PCs, but this is not their world and they are not morally bound to take part in the conflict. The moral issue may be academic as conscription does not usually excuse people because they have the moral equivalent of "notes from their mothers".

- *Whether or not the besieging armies attack, the Vii will probably come pouring out of Marsuk-Gandrak to escape the terrible battle below. Some will appear in the gorge as Marsuk-Gandrak has several exits down there.*
- *The Laranians will at least double the guard on the bridge, and may close it. If they feel threatened, they may even destroy it. They may also call in their patrols and send for reinforcements from further south.*
- *Any of these events will probably cause some panic among the civilian population. Various leaders, merchants, and just-plain-citizens may attempt to flee the city causing severe traffic congestion.*
- *The City "Guard" may suspect the PCs of being spies or saboteurs and act accordingly.*

Homeward Bound

Once the group has escaped the City of Nascent Visions, their task is done. One way or another, Panaga is defeated — with no Dar'k'tir, Panaga is effectively neutralized.

The City's Vaden Tol will take them back to Hlen. If the PCs did not deal with the Panaga's mischief here, they may attempt to do so now. The spell Panaga laid on Hlen, will fade over a period of months. Mara will gradually lose strength as more of the Jarind wights at Varaxis break free of their own compulsions — but this will take years. The wights do not have much strength of will. The PCs may wish to hasten the process by returning to Varaxis and breaking the globe or the enchantment. (Varax would ignore them because they have already completed the Trials.)

Making their way home may be an anti-climax, but this is as it should be...

Development Options

We have finished with *In Search of Panaga*. We will publish no more on the characters or places included in the trilogy (except for Harbaal of course). The GM is encouraged to develop and re-use the exotic characters and locales contained herein. This is the best way to get the most out of the module. Here are some ideas.

- *Seryel may appear to the group, offer congratulations, possibly a reward, or another "adventure". She could develop a closer realationship with the PCs, perhaps becoming their mentor...*
- *One or more of the artifacts picked up by the PCs may prove of particular interest/trouble...*
- *Kynan's son, Asiral, is still missing. Included primarily as a red herring, the GM can resolve this (or not) as he pleases.*
- *Although we will publish no further adventures and/or modules concerning Panaga, he may rise again... He is resourceful and might just be able to rebuild some power. It would be natural for him to seek revenge. If the GM decides to revive Panaga, he will have to decide how he survived the* Vengence of Ikaras[1]*, and the "discipline" of Hestardis...*
- *We will publish no further modules on the City of Nascent Visions. The GM may use it repeatedly as he deems fit. It is an exotic location which, while it may not be suitable for vacations, should be able to hold the players' interest beyond this one adventure.*
- *We may introduce colonies of Dhirikri, or perhaps one of the other races introduced in this module, to other locations — watch for them...*❑

1 Hmm... good name for a module that...

Seryel's Letter

Dear Travelers

May this letter serve to introduce my good friend Lerudus. He is a mage of some accomplishment and may aid you in your peril.

We appreciate your efforts to date to stem the rising tide of evil that is Panaga. We have learned that Panaga is a demon of the Sixth Order of Balgashang. But we suspect strongly, that his actions are not known by his masters.

It is our belief that Panaga threatens the very fabric of our existence. There is evidence that he plans to remake our world to his liking. It is clear that this new world would not favour such as we. He is elusive and very dangerous, so have care in all your endeavours.

Take heart, however, for Panaga is not yet untouchable. He still has weaknesses, and chief among them are his need for Ikaras of the Dhirikri, and the secrets he keeps from his masters. If you exploit both of these, he may be defeated. If not, you, we may all die knowing we have left unmade no sacrifice to stop his terrible evil.

We cannot, however, anticipate Panaga's actions. We watch from afar his deeds, rush to meet him, only to find that he has moved on to his next evil.

Now we have learned that calling himself Indan, he has wrought black deeds in a place called Hlen beyond Harbaal. I bid you go there, learn whatsoever you can of his machinations, and deal with him as best you may. We are sorry we cannot offer more knowledge, but our hopes go with you.

Your Friend,
Seryel of Melderyn

The Scroll of Varax

Here seven trials and seven gates
To challenge one who contemplates
The wisdom and the strength that hold
The life and succor of the bold.
For he that dares these gates to try
Must seven pass or shall he die.
Should one in temper'd strength prove wise,
His fallen comrades might arise.

Now not with eyes do all men see.
Let trust and courage succor thee.
For he who dares the seventh way
Might pass the void to win the day

Unto the fires that flow like hell.
His wit and courage serve him well.
For fire kills both meek and great.
Yet most beware the safer gate.

The test of steel may call for one
To cast his life, to die, have done,
For who shall forge a greater name
Than he who stays bright hero's bane?

A man who slays without fair cause
Is said to tarnish nature's laws.
Let love of life thy savior be,
And stay the haste that comes to thee.

The eye of man cannot avail
Where, in the darkness, all lights fail.
Mere flesh might see the world around
To rise above the challenge found.

So where flies wisdom when winds blow
Fell madness from the depths below?
And who can make all choices true,
And thus forget that winds e'er blew?

Yet most, fear most, the final part
That wrenches souls and tries the heart.
True hearts yield not to false rewards,
To wealth or fame of mortal lords.
Fail not thy heart, nor courage lack,
And tarry not, nor turn thee back,
Through air and mind and ice and fire
And steel to win thy heart's desire.

© 1993, N. Robin Crossby Permission is granted to duplicate this page for personal use only.

LOCATION: *Gavrios, Harbaal [sL1]*
STATUS: *Thran*
GOVERNMENT: *Clan Trith*
POPULATION: *395 (6,320 Thranaal)*

Located near the mouth of the Wuruna river in the Harbaalese kingdom of Gavrios, Borin is a settlement in transition from a traditional Ivinian *thran* to a typical medieval town.

Polfwys

The Jarind established a settlement called *Polfwys* at or near the site c.1532 BT. By BT 850, the population was predominantly Pharic as the ancestors of the Ivinians swept through the region on their ways to Ivinia and Hârn. Another influx of Pharic peoples occurred when the Ivinians re-migrated to the Harbaalese coast in the first and second centuries, leaving little of the original Jarind stock in the population.

Clan Trith acquired the settlement around 150 TR, but there are few written records of this period. Local famines resulting from poor crop management, almost destroyed the settlement in the early second century TR.

Borin

In 489 TR, most of the settlement was destroyed by fire. Clan Trith rebuilt it as a conventional thran with a wooden wallhouse surrounding twenty longhouses. The town acquired its present name shortly thereafter. Since that time, several of the clans within have subdivided or sold their land.

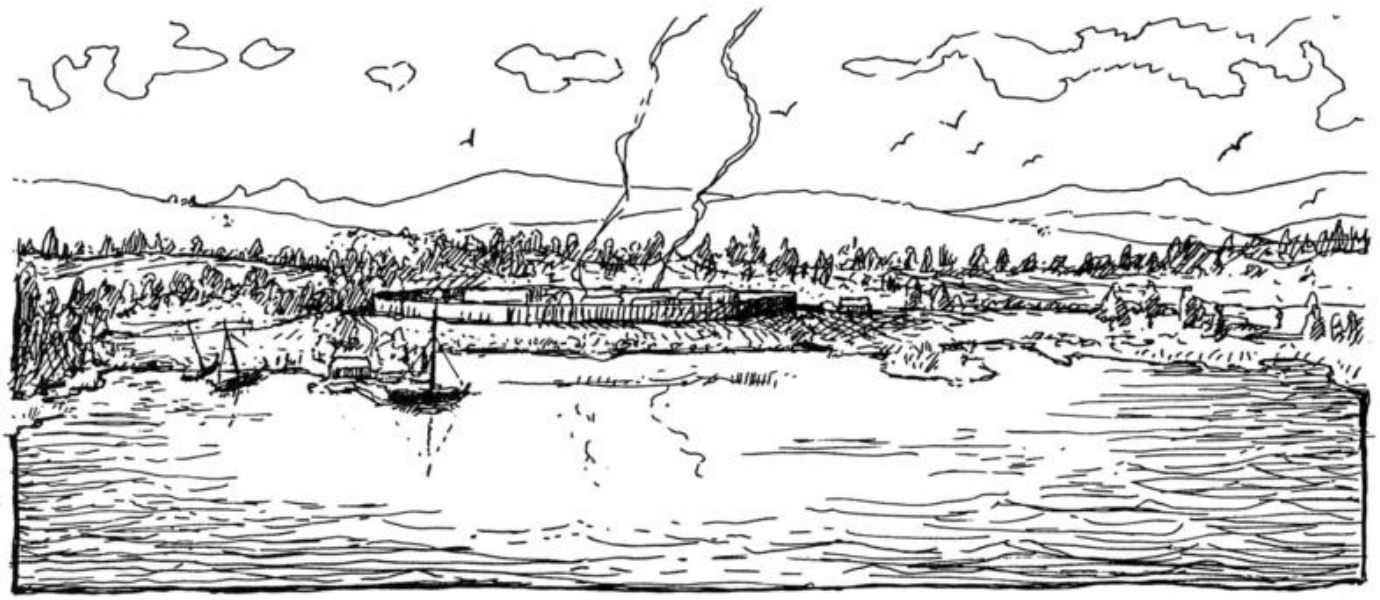
Boerta Trith submitted peacefully to clan Marensen in 550 TR. The clan has remained loyal since and have been left pretty much to themselves.

Borin's economy blends Ivinian clan-based traditions with the medieval guild-monopoly system common through most of Lythia. Most of the "guild" franchises are held by major clans, but there are also small (clanless) franchises. Commercial establishments include workshops where goods may be purchased, but most vending occurs at the fairground (daily until noon). All freeclans have agricultural freeholds in the district.

Borin is an active trading community, strategically placed on a major north-south trade route and near Bovoni Pass, the best route through the Harbalese alps to the interior. Despite these advantages, the mercantylers of Borin do not overtly display their wealth. Borin seems more of a backwater than it really is.

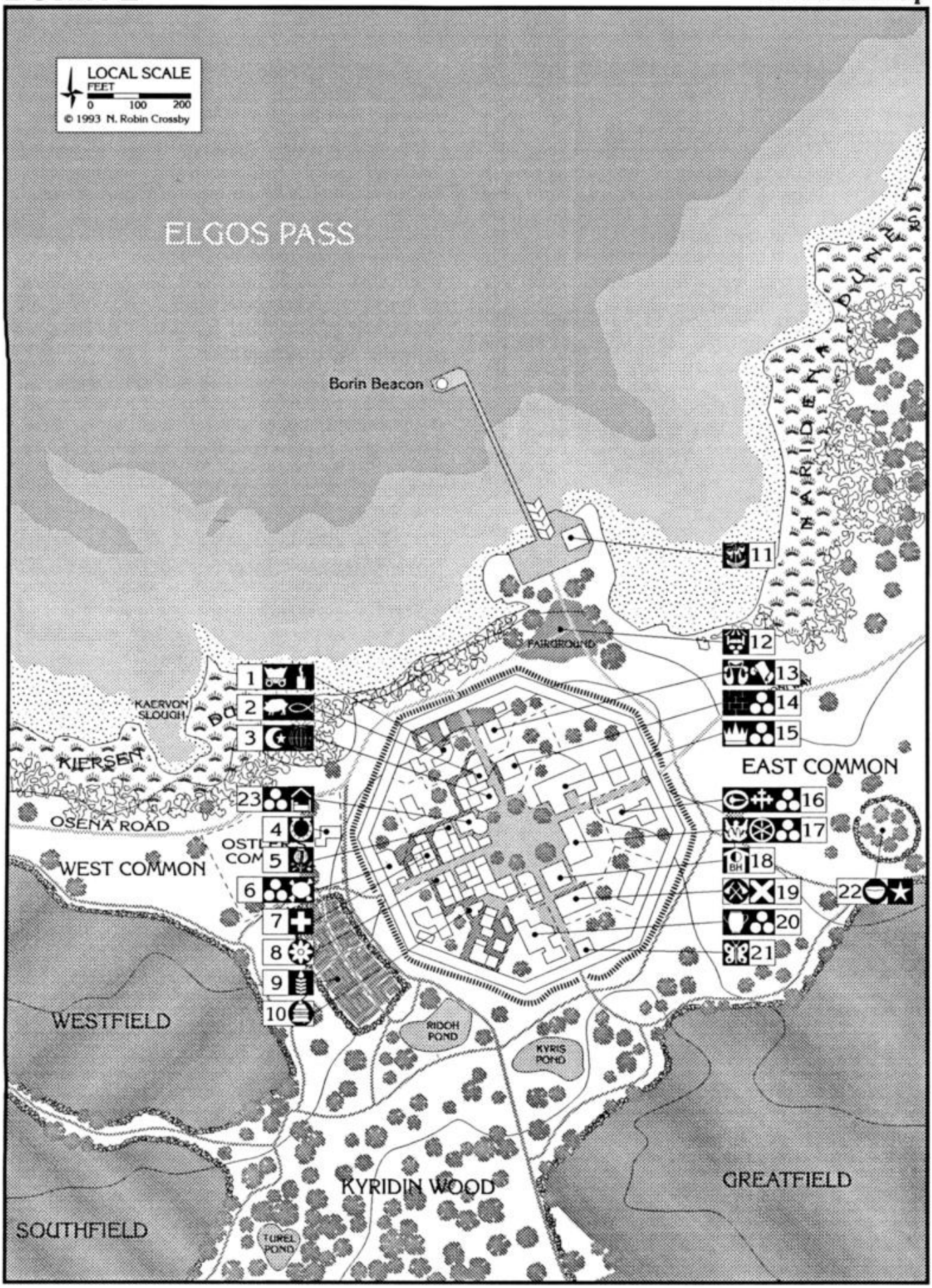
Borin Taxes

Property Tax	**5%**	Commercial (Business)
Property Tax	**6%**	General
Hawking:	**8%**	of goods value
Bonding:	**1%**	of goods value per month
Pilotage:	**18d**	flat fee per passage
Wharfage:	**3f**	per foot per day
Registry:	**55d**	per foot per annum



BORIN 2

GM Local Map



BUSINESS DATA: From left to right, the data provided for each craft and/or professional establishment are:

BUSINESS TYPE: SIZE/QUALITY/PRICING

Where present, BUSINESS TYPE indicates guild or occupation type. SIZE is the number of persons typically engaged in the occupation (this may vary by season etc.); Overall QUALITY of goods and/or services offered is measured on a scale of 1 to 5 stars (☆) with 3 being average; The general PRICING or rate structure runs: Low (80-90% of normal prices), Average (90-110%), High (110%-130%) or High+ (130%+).

✧ This symbol indicates a "freeclan" with significant rural holdings in the Borin thranaal (district).

---

1 JALSEN CLANHOUSE ✧
Chandler/Teamster 17/☆☆☆/High
One of the oldest clans in Borin, the Jalsens run both their businesses as one and have a strong position in caravan outfitting.

2 HOUSE OF NILKEL
Butcher & Fishmonger 13/☆☆☆/Average
Kelsi Nilkel is Borin's largest fishmonger and butcher. The family has three fishing boats, but also buys meat and fish from other clans.

3 ANJALIS HOSTEL ✧
Pilot's Hostel 4/☆☆☆/Average
Cartographer 1/☆☆☆☆☆/High+
Vurko Anjalis runs a pilot's hostel, and his son Bjan is a fine cartographer.

4 HOUSE OF ALVAIN
Ostler 5/☆☆☆/High

5 HOUSE OF VELDSEN
Apothecary 2/☆☆/Average

6 HAAL CLANHOUSE ✧
Mercantyler 9/☆☆☆/Average
Clothier 7/☆☆☆/High
The Haals hold the clothier franchise in Borin and are active traders, specializing in textiles.

7 HOUSE OF CLINUN
Physician 3/☆☆/Average
Maldris Clinun had an Ivinian mother and Karejian father. His skills are mediocre.

8 TEMPLE OF PEONI
Koso of Manidar, a Shorkyni missionary, is the local Peonian priest. He has inspired few converts.

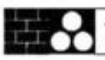
9 THE BORIN ALLOTMENTS
Each freeclan, and some of the clanless hold small vegetable plots within this enclosure.

10 TEMPLE OF HALEA
An independent temple run by Hiril of Pymel, an attractive woman from Tharda. There are few Haleans in the district, but most of them tend to be quite wealthy.

11 HOUSE OF AMALEN
Shipwright 4/☆☆☆/High
The Amalens are Ivinian immigrants. The shipwright has less business than might be expected. The clan has a small clanhouse inside the walls.

12 BORIN FAIRGROUND (Market)
The market is held here daily until noon.

13 HULAS CLANHOUSE ✧
Hideworker 27/☆☆☆/Average
Lexigrapher 5/☆☆/Average
Clan Hulas is known for its internal squabbles; it is said that half the brawls in Borin are between the various young men of the clan.



14 MALDSEN CLANHO
Mason 3/☆☆☆/High
Mercantyler 12/☆☆/Low
Karm Maldsen oversees construction within the thran, and holds a contract to maintain the wallhouse.

15 TRITH CLANHOUSE ✧
Mercantyler 14/☆☆☆☆/High
The ruling house has demonstrated a quiet competence over the years. Their unremarkable style of government, coupled with a talent for trade has kept their enemies few and their coffers full.

16 KOBEAKA CLANHOUSE ✧
Metalsmith 5/☆☆☆/Average
Weaponcrafter 4/☆☆☆/Low
Mercantyler 5/☆☆☆/Average
Borin's second most powerful clan is quite wealthy. The clan has a junior branch in Hlen.

17 AMALEN CLANHOUSE ✧
Charcoaler 5/☆☆☆/Average
Mercantyler 4/☆☆☆☆/Average
Woodcrafter 8/☆☆☆/Low
One of Borin's most powerful clans, the Amalens control carpentry and operate several logging operations.

18 BORIN BONDING HOUSE
The bonding house is owned and operated by Clan Pelstrom.

19 LIERSEN CLANHOUSE ✧
Salter 2/☆☆☆/Average
Clan Liersen operates a salter's franchise and ministers to the Sarajinian community. Valhakar Larsel claims to be 130 years old.

20 GREBEL CLANHOUSE ✧
Mercantyler 20/☆☆☆☆/High
Potter 3/☆☆☆/Average
Sirdris, a Melderyni, married into clan Grebel and became valhakar within two years. He is one of the most cunning and successful traders in Harbaal. He is also ruthless; the clan's enemies sometimes disappear...

21 THE GOLDEN RAFT

Courtesan: 5/☆☆☆/Average

Myrel of Miotres, a pleasure slave from Shiran, seized the opportunity of her shipwreck near Borin in 712 TR to attain her freedom. She has built a successful business and owns one of very few houses of courtesans in the northern world. She enjoys the protection of Clan Trith and the favour of several of the local clans.

22 WHISPERING SILVER GROVE

Locals believe this stand of large silver birches is the grave of a long-forgotten Jarind chieftain, and that it brings good luck. In actuality, it was a place of worship and contemplation sacred to the god Siem.

23 THE ROUNDHOUSE (Clan Gyersen)

Inn/Tavern: 17/☆☆☆/Average
Mercantyler: 12/☆☆☆/Average

As owners of the only inn or tavern in Borin, clan Gyersen is quite wealthy. The tavern is attached to but segregated from the clanhouse. The Gyersens are also active traders.

The Roundhouse is a popular stopping place for seafarers and for those crossing the Harbalese Alps by way of Bovoni Pass.

The present clanhead is Uäluf Gyersen, a steady-minded patriarch who dominates his clan without mercy, but remains quite jovial and popular. Now middle-aged, Uäluf has been thrice widowed, and is subject to occasional bouts of melancholy. He has five sons and three daughters. Uäluf primarily concerns himself with trading and leaves the inn to his third son, Kyäri, who shows a studiously jocular face to the clientele despite his brooding nature. Kyäri has a good head for business.

Only twelve to twenty clanmembers are resident most of the time. The rest are on trading expeditions, or working at the clan's dozen agricultural smallholds around the district.

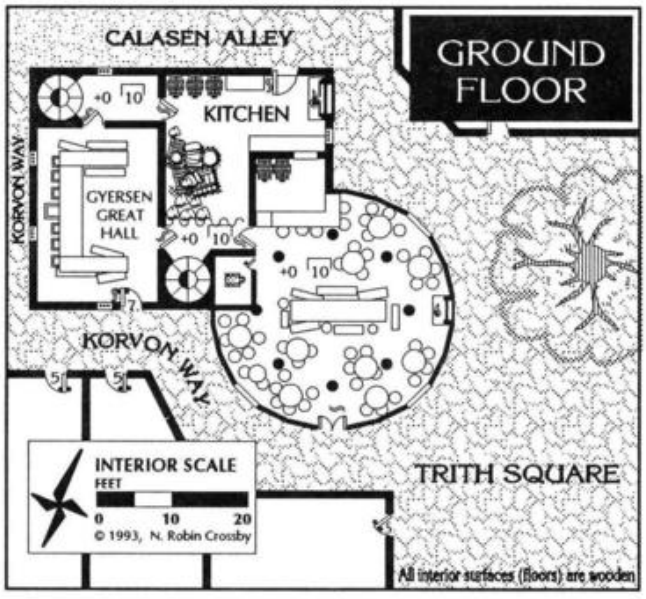
The building has a large cellar and small attic, neither of which are shown on the interior plans.

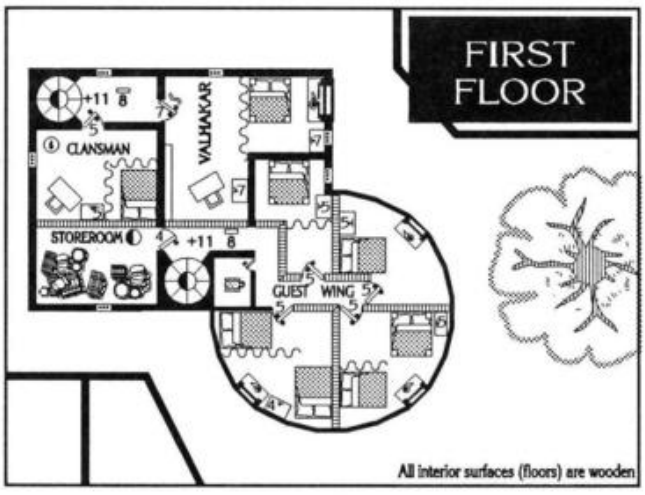
The main features of the ground floor are the clan's greathall, the tavern common room and the kitchen. The first floor contains four comfortable rental rooms, and two family chambers, including that of the Valhakar. The third and fourth floors are more or less identical; each has guest dormitory accommodations, a single private guest room, and several clan-rooms and dormitories.

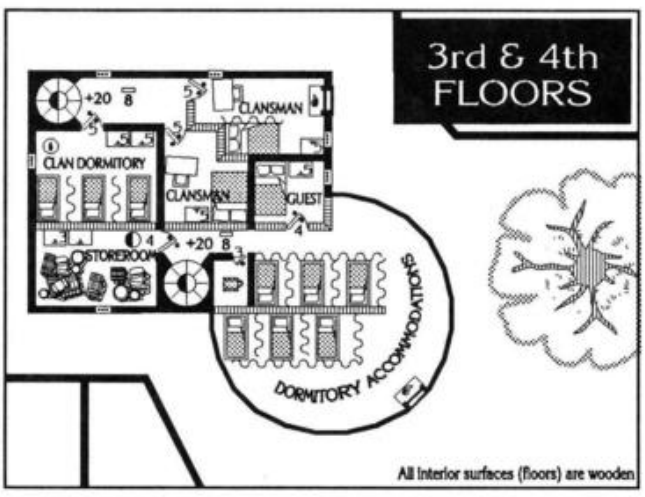
NOTE: The Roundhouse and Borin itself, are included in this module because a group of adventurers undertaking the Search for Panaga *are likely to visit here. Nevertheless, Borin is a complete* Encyclopedia Hârnica *article that can be used repeatedly and developed further at GM discretion.*

The Roundhouse

Inn and Clanhouse of Clan Gyersen





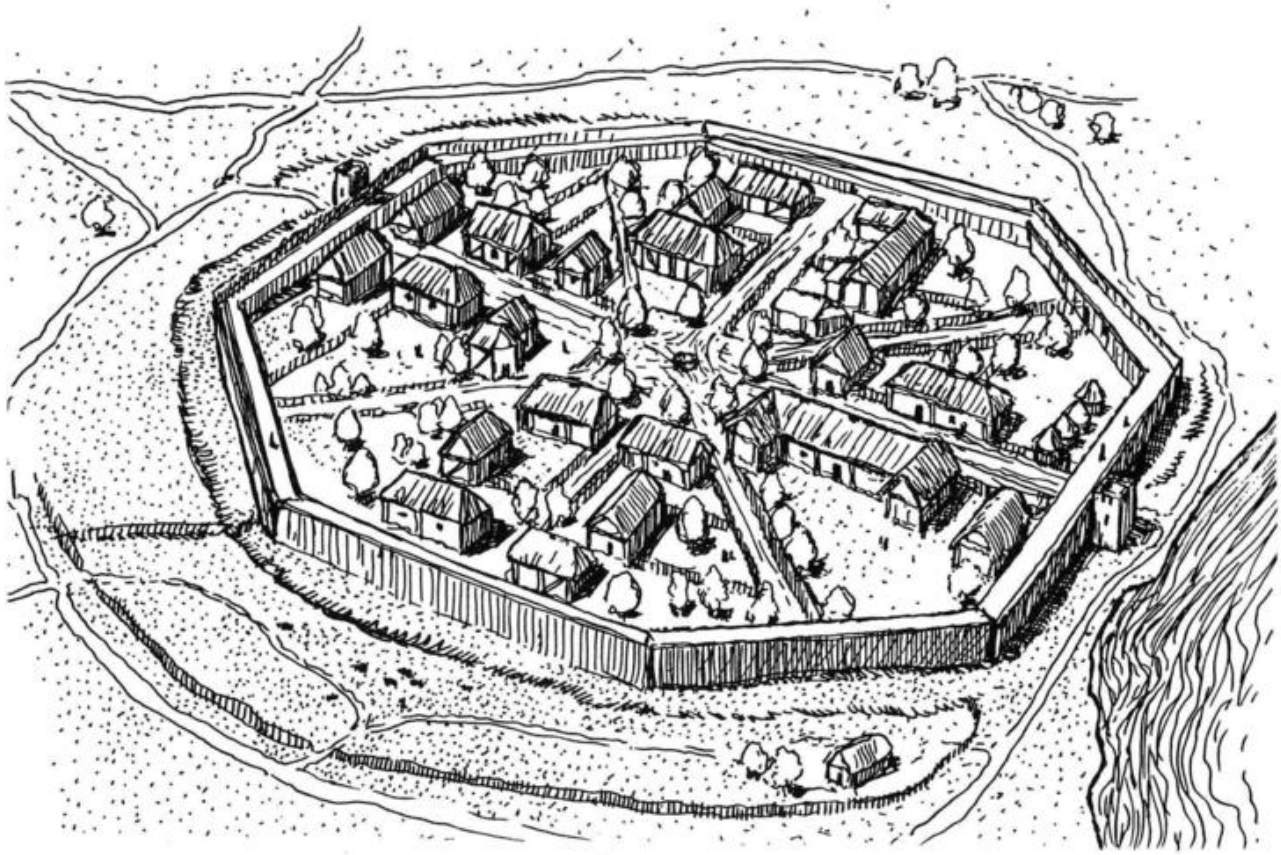


LOCATION:	*Jarenmark, Ivinia [sM2]*
STATUS:	*Thran*
GOVERNMENT:	*Clan Pelstrom*
POPULATION:	*590 (2500 Thranaal)*

The principal southern holding in Jarenmark of clan Pelstrom. Hlen lies on the northern fringe of Hurisea where it controls a vital ford at the head of navigation of the Pejon River, a tributary of the Densey. The settlement is near Bovoni Pass, the easiest way through the Harbalese Alps. Despite its high latitude and elevation, the valley is quite fertile. Historically, these advantages have attracted settlers with an eye for trade. The present settlement is the most enduringly successful to date. Sixteen, scattered, freeholds in the district owe allegiance to Clan Pelstrom. The thran itself contains sixteen freeclans and four thrallclans. The neat, but unpolished, layout is fairly typical of an Ivinian colonial thran.

History

Jarind peoples occupied the site from the thirteenth century BT. Their settlement was called *Kalwyndys*, but was abandoned c.1100 BT. Even after they abandoned Kalwyndys as a dwelling place, the Jarind continued to use it as a burial site for several generations. The valley has always had an unpredictable water table. Most of the Jarind burial site is now marshland. Many of the barrows and mortal remains have been mummified by the mineral rich waters. Perhaps unsurprisingly, Hlen has a reputation for hauntings and the sudden appearances of strange creatures. At certain times of the month, under the right conditions, the souls of the dead are said to "rise like motes of dancing light o'er the fetid waters". It is dificult to verify these tales because few locals are prepared to venture outdoors at such times.



Kasvalon the Hunter

The greatest of the Jarind chieftains was Kasvalon the Hunter, who ruled Kalwyndys in the 12th century BT, and was one of the last "kings" before the abandonment. The site had long been known for strange beasts that appeared from time to time. The prospect of new and interesting prey attracted Kasvalon, one of the great hunters of his age, from the North. He found the district much to his liking, hunting and slaying, if the legend runs true, hundreds of otherworldly creatures over a period of two decades.

Popular for his success against the *"plague of devils"*, Kasvalon settled in the "town", married *Felesra* the local princess, and came to rule Kalwyndys until he and his queen disappeared c.1115BT. Legend says that marauding creatures had finished the town off within a few years.

The Varid Dynasty

Various traders came and left in the centuries following the Jarind abandonment. None managed to establish lasting settlements until clan Pelstrom.

The most successful traders of this period were clan Varid who arrived from the north in TR93. They built a fort, planted crops, raised livestock, and prospered for three generations. Kvuro (TR151-155) was the last of the line. He regarded the Quarph and Jarind as sub-human, and was willing to share his view. In 155 he siezed *Pyredh*, the daughter of a Quarph chieftain, abused, murdered her, and abandoned her body. *Amvrak*, her enraged father, took revenge by burning the fort and everyone therein. An interesting legend surrounds Amvrak; he was known as the *Doomsayer of Chay* because when he grew angry the object of his rage had a tendency to burst into flame.

Alharisa's Post

The Azeryani master-trader Alharisra founded a trading post at Hlen in the summer of 358, but the post lost its supply boats in the Gulf of Shorkyne and did not survive its third winter. The Azeryani, discouraged, never tried again.

Various other groups have occupied the site, but none lasted more than a few seasons. The lucky ones packed up and left. The fate of the others is unknown. The ghosts of many of these luckless colonists linger yet in Rohley Marsh.

Clan Pelstrom

Clan Pelstrom traded with the Azeryani during their brief tenure and, some Azeryani suspect, may have had a hand in the destruction of Alharisa's Post. In any event, the Pelstroms were well-established by 365. The clan made a major colonizing effort in the next few decades, founding Pelden and Sonege by 390. The Pelstroms built (and still build) light, sleek, shallow-hulled river boats and their well-armed trading expeditions were soon a familiar site on the rivers of Hurisea. A typical trading group would comprise eighteen men in three boats. Four rowed while one rested and one kept watch. The Pelstroms would usually trade with natives, but were not averse to negotiation at swordpoint. They refrained, however, from offending their closest neighbours. This trading pattern has been copied by other Ivinian and Harbalese trading clans.

Present Situation

Hlen has failed to attract the *active* avarice of other rulers, although the Marensens of Gavrios in Harbaal do occasionally cast a speculative eye in this direction. The Hlen-Mutilheim trail runs through Gavrios. Clan Marensen do not consistently patrol the high trails and have not attempted to collect tolls. Blazing a new trail to Wubena (in Ivinia) that does not pass through Harbaal might become a priority for the Pelstroms.

Trade is the principal occupation of the men of clan Pelstrom. Their expeditions ply the river trade for leagues about and the thran sends good tribute home to Mutilheim. All things considered, the thran would look forward to a prosperous and happy future, were it not for the latest troubles.

Tribal Unrest

Over the past year, the Quarph and Altish tribes have grown more hostile. Tribal leaders claim that Pelstrom traders have taken high-handed attitudes, and small bands of traders have been massacred or have vanished utterly. The Pelstroms deny violence on their part. Each side blames the other for souring relations. Even though leaders on both sides still value the trading relationship and council restraint, events seem to be moving ominously toward disaster. Most of the unrest seems to be concentrated around Figend, Unten, Pelden and Sonege, where it is the major preoccupation of Alses, Binen, Ivas and Tal Pelstrom (respectively).

Kyman Pelstrom

Gyrony, Argent and gules, eight roundeles countercharged. Crest: None

Kyman Pelstrom is Hlen's present holder. He was appointed in 704 by Baern Pelstrom of the Mutilheim (senior) branch of the clan. Until the death of his wife, he served well and the Mutilheim Pelstroms have yet to find fault with him. The Pelstrom Thrangaad still has confidence in Kyman's ability to further the ultimate Pelstrom objective — the assimilation of Hurisea as a power base for the clan, outside the control of the Jarenmarker king Lygen. A problem the Pelstroms have yet to deal with is that King Lygen might someday claim Hurisea himself. With one thran (Hlen) and three forts in or near Hurisea, the Pelstroms are a major factor in Hurisea's turbulent politics.

Kyman is forty-seven, a man whose polite, quiet, thoughtfulness has led some who do not know him well to dismiss him as a scholar. He is, however, a fierce warrior whose berserk rages made him one of the most feared fighters of his generation. Now his prowess is a little worn and weathered from disuse, but his men still call him the *Eye Of Weather*, reminding themselves that he still does, on occasion, fly into uncontrolled rages. Kyman is almost six feet tall with a medium frame. He is tending to gain weight and has a noticeable pot-belly. He weighs 195lbs. He has blonde-gray hair and deep blue eyes. He has a scar running from elbow to wrist on the outside of his right forearm.

Women are in relatively short supply in Hlen. Consequently, there is a higher than normal incidence of monogamy. Clanmembers only need one wife to sit on the *Thrangaad*.[1] Kyman Pelstrom's one wife was called Mara, an archetypal nordic beauty whom Kyman loved deeply.

Two years ago, a wandering sorcerer calling himself *Indan*, visited Hlen and stayed as Kyman's guest for three months. Soon after he left, a strange and painful wasting sickness afflicted Mara, who died early last year. Kyman's bereavement was tragic to behold. A broken man, he became moody and irrational, descending often into bouts of uncontrolled rage. Kyman delayed the interment an unusually long time and spent hours standing over the body, his head bent low in silent vigil.

At this point Indan returned with his "nephew" Radin and offered to raise Mara from the dead. Desperate for his beloved wife, Kyman agreed and the deed was done; it did not prompt universal rejoicing. Several Thrangaad members feared this unnatural necromancy, especially when performed by Indan, whom they did not trust. Yet when it came to advising Kyman, all were strangely silent, except for Kyman's only child Asiral, who disappeared mysteriously just before Indan left.

When he departed, Indan left his nephew Radin, who has somehow since become Kyman's chief advisor. Mutterings and open dispute have grown rapidly, but Kyman hardly listens to his other councilors, and flies into rages at the suggestion that all is not well. Some fear him bewitched, and some have deemed it prudent to depart.

1 A Thrangaad is the advisory council of an Ivinian Greatclan. Normally, clansmen with three or more wives are members.

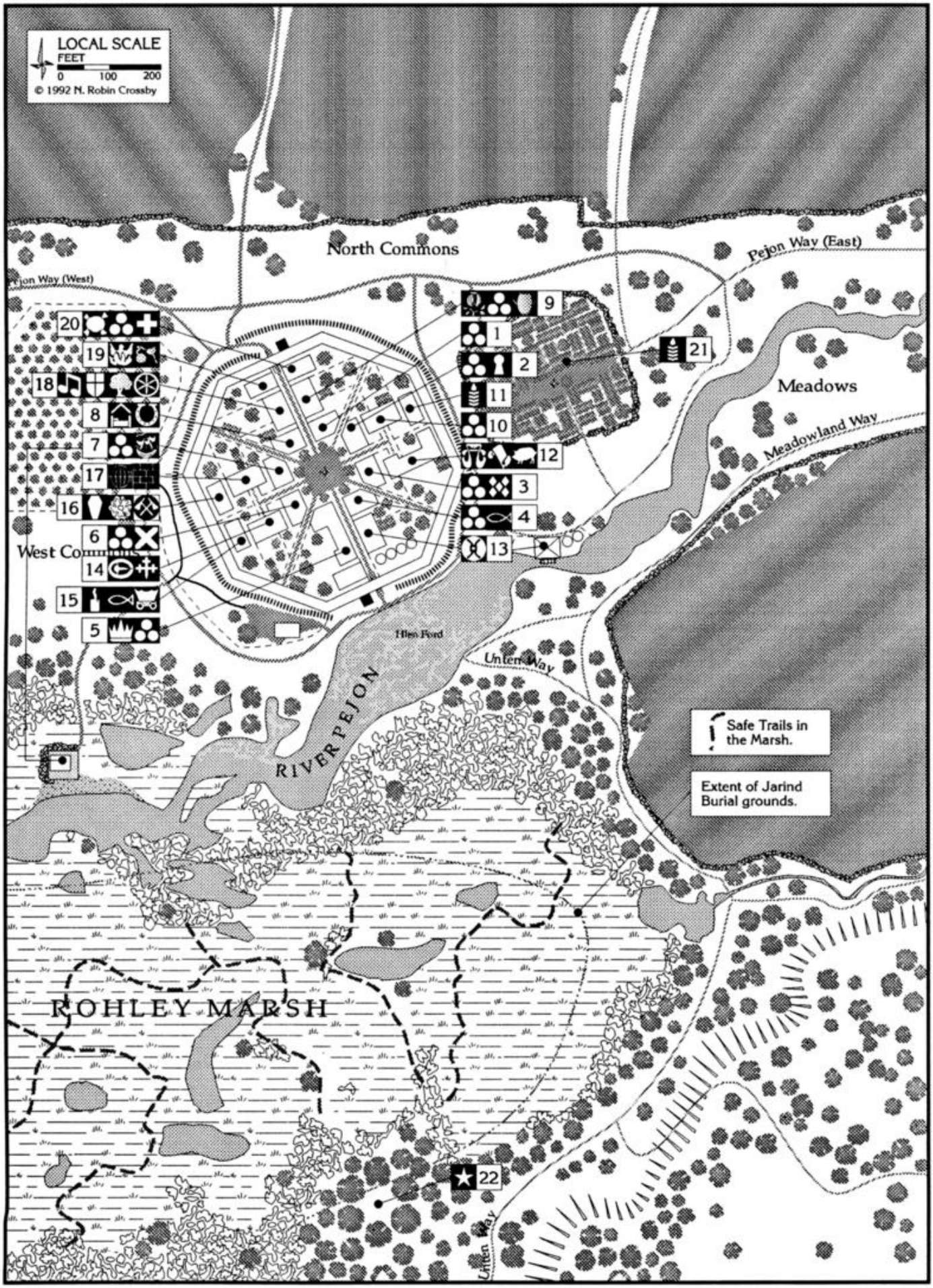
Hlen Taxes

Poll tax is charged for every person over the age of five. It is collected at least once per year, more often in time of crisis.

Poll:	4d	per head per annum
Hawking:	5%	of goods value
Bonding:	1%	of goods value per month

HLEN 4

GM Local Map



Like most fundamentally Ivinian settlements, Hlen does not have a typical guild structure. Only freeclans practice "guilded" occupation. Many clanmembers practice multiple occupations. Clanhouses include workshops where goods may be purchased, but most vending occurs in the market. All sixteen freeclans have freeholds in the district.

BUSINESS DATA: From left to right, the data provided for each craft and/or professional establishment are:

BUSINESS TYPE: SIZE/QUALITY/PRICING

BUSINESS TYPE indicates occupation type. SIZE is the number of clanmembers typically engaged in the occupation (this may vary by season etc.); Overall QUALITY of goods and/or services offered is measured on a scale of 1 to 5 stars (☆) with 3 being average; The general PRICING or rate structure runs: Low (80-90% of normal prices), Average (90-110%), High (110%-130%) or High+ (130%+).

MARAKEL CLANHOUSE

Mercantyler: 12/☆☆☆/Average

The Marakels are a small, but successful trading house with no close relatives outside the district. Willingness to take risks has earned them good profits, but with increasing tribal unrest, Valhakar Taerdi Marakel is growing very worried.

SUELDRI CLANHOUSE

Locksmith: 1/☆☆/Average
Mercantyler: 6/☆☆☆/Average

Clan Sueldri has fallen on hard times since their latest expedition to the East is months overdue. This is a serious matter, since the clan can mount only one major expedition at a time. Locksmithing alone cannot support the clan. Yardel, the clanhead, is among those missing.

BAJELA CLANHOUSE

Jeweler: 2/☆☆☆/Average
Mercantyler: 8/☆☆☆/Average

Clan Bajela are moderately successful traders who also practice jewelcraft (and fine metalcraft). In normal circumstances, clan Bajela is quite close to the Pelstroms, the two clanheads go drinking together, but Avid, the present Bajela clanhead, is one of several prominent Hlenites who have joined *Lyal's Band* (see page 8) and taken to the hills. The acting valhakar is named Sordri. He is a competent jeweler, but so stupid that many who know him are surprised he can even hold his tools.

AADEL CLANHOUSE

Mercantyler: 5/☆☆☆/Average
Fishermen: 12/☆☆☆/Average

The Aadels operate a successful fishing operation with half a dozen small boats, which are also used for trading. While many clans fish for themselves, fish is a major part of the local diet, so clan Aadel are usually quite prosperous.

PELSTROM CLANHOUSE

Mercantyler: 12/☆☆☆☆/Average

The ruling clan of Hlen and other territories in northern Hurisea and southern Jarenmark. Hlen is the clan seat for all Pelstrom holdings south of the mountains, including those within and without Jarenmark. Clan Pelstrom own two of Hlen's four Thrall clans [12] & [15]. For interior plans of the Pelstrom clanhouse see p.7.

MELJEN CLANHOUSE

Mercantyler: 9/☆☆☆/Average
Salter: 3/☆☆☆/High

This clan is a fairly successful trading house that performs the functions of salters as a sideline. Trading expeditions create a high demand for preserved foods. There are a few small salt deposits nearby, but salt must also be imported.

AVNIR CLANHOUSE

Mercantyler: 6/☆☆☆/Average
Shipwright: 2/☆☆/High

Clan Avnir makes and repairs most of the settlement's river craft and cordage. The clan also trades.

HILSTROM CLANHOUSE

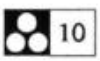
Innkeeper: 9/☆☆☆☆/Average
Ostler: 4/☆☆☆/Average

See Page 8: *DRAGON'S TAIL & HILSTROM CLANHOUSE*

GELDEN CLANHOUSE

Apothecary: 1/☆☆/Average
Mercantyler: 12/☆☆☆/Average
Potter: 1/☆☆☆/Average

The Geldens are mainly involved in trade. Most pottery is imported, and there is little demand for the services of an apothecary.



DVARIC CLANHOUSE

Mercantyler: 12/☆☆☆/Average

A small trading clan of moderate ability. Clan Dvaric owns the thrall clan Peltal [11] which provides significant revenue. The valhakar, Arvjir, is one of those in exile with Lyal's Band (p. 8). His wife Nera is acting in his stead.

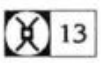
PELTAL CLANHOUSE

The Peltals are thralls of clan Dvaric [10]. This is one of the largest clans in Hlen, and is entirely devoted to agricultural activities. In addition to working on the Dvaric farm(s), clanmembers are hired out as farmhands to other freeclans. The Dvarics keep most of the revenue, but the Peltals are not too badly off.

KJALSTEN CLANHOUSE

Butcher: 4/☆☆☆/Low
Hideworker:8/☆☆☆/Average
Lexigrapher: 2/☆☆/Low
Trapper: 7/☆☆☆☆/Average

The Kjalstens are the largest of four thrall clans in Hlen. Their main occupation is agriculture, but they also operate the local butcher, tannery, and lexigrapher. They are also active trappers. Clan Pelstrom owns the Kjalstens and all their chattels, but their attitude is quite liberal. Revenues are shared equally; the thrall-clan is quite well off and the Pelstroms enjoy good profits.



VAERDI CLANHOUSE & MILL

Miller-Millwright: 12/☆☆☆/Average

The Vaerdi clanhouse is inside Hlen; the mill is on the river bank. The mill has an inefficient waterwheel; oxen drive the machinery more often than not. Clan Vaerdi is headed by Orvis, an aggressive, many say impetuous, warrior with little patience for the family business.

KOBEAKA CLANHOUSE

Weaponcrafter: 3/☆☆☆/Average
Metalsmith: 5/☆☆☆/Average

Clan Kobeaka is one of the wealthiest in Hlen. They originated in Borin (Harbaal) and still have relatives there. The first valhakar, Malardi Kobeaka, was sent here in 701 as a spy for the royal clan Marensen of Gavrios (in Harbaal). Malardi died in 716 and his son Bjal has shown little interest in sending reports to his erstwhile employer. Nevertheless, the two branches of the clan do keep in touch.

SVELEN CLANHOUSE

Chandler: 12/☆☆☆☆/Average
Fishermen: 6/☆☆☆/Average
Teamster: 16 /☆☆☆/Average

One of the Pelstroms' two thrall clans. The Svelens operate a chandlery business as well as two small fishing boats and a teamster and wagon supply business. Valhakar Larnis used to be a close confidant of Kyman Pelstrom, but the two men have become somewhat estranged since Mara's death.

LAJELSTRON CLANHOUSE

Embalmer: 5/☆☆☆☆/Average
Perfumer: 2/☆☆☆/Average

Ninety percent of the population worship Sarajin, the nordic warrior god. Many, especially women and thralls, channel their devotions through one or more of the Elkyri, Sarajin's demi-divine wives. The thran's religious needs are met by clan Lajelstron, which keeps its main clanhouse in Hlen, and has seven smallholdings in the region. There is little interest in any other religions, but none are proscribed.

JUKNER CLANHOUSE

Cartographer: 1/☆☆☆/High
Mason: 6/☆☆☆☆/Average

Clan Jukner supervises most of the construction in Hlen and holds a contract to maintain the Hlen wallhouse (a two story wooden structure). The present valhakar is named Lahs.

VIDEN CLANHOUSE

Skald/Harper: 2/☆☆☆☆/Average
Timberwright: 6/☆☆☆/Average
Woodcrafter: 6/☆☆☆/Average

Clan Viden has plenty of timber, but not enough work, despite occasional contracts to ship lumber downriver. Koji Viden is a renowned skald, welcome in courts throughout southern Ivinia and Harbaal. Since the death of Mara Pelstrom, his absences are more frequent.

WUBENSEN CLANHOUSE

Charcoaler: 4/☆☆☆☆/Average
Herdsmen: 6/☆☆☆/Average

The Wubensens are thralls of clan Viden and work in the related business of charcoaling. They also herd the thran's large herds of sheep, pigs and goats.

SORUHEM CLANHOUSE

Clothier: 4/☆☆☆/Low
Mercantyler: 7/☆☆☆/Average
Physician: 2/☆/Average

Most of the settlement's clothing is imported and sold through clan Soruhem. The clan's principal activity is trade. Ordin, the local physician, is completely unable to deal with the maladies that periodically rise from Rohley Marsh... or with most other medical problems.

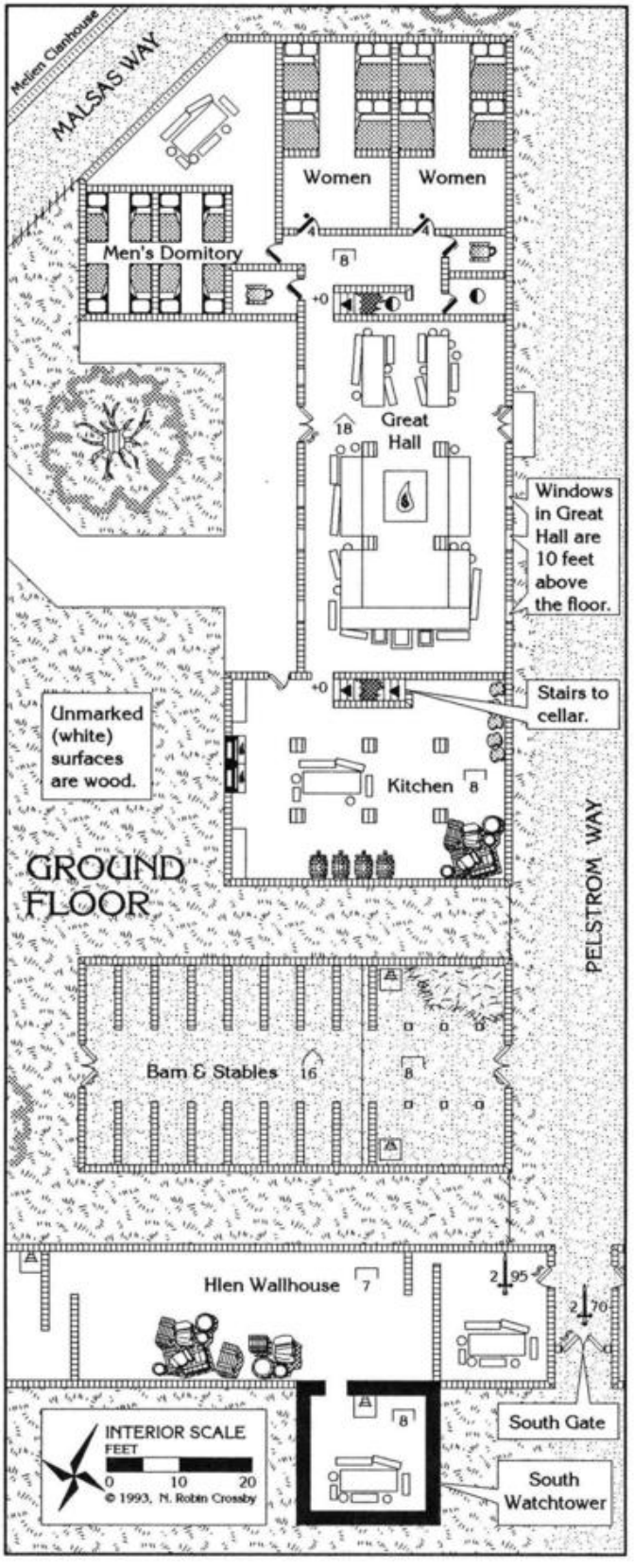
THE ALLOTMENTS

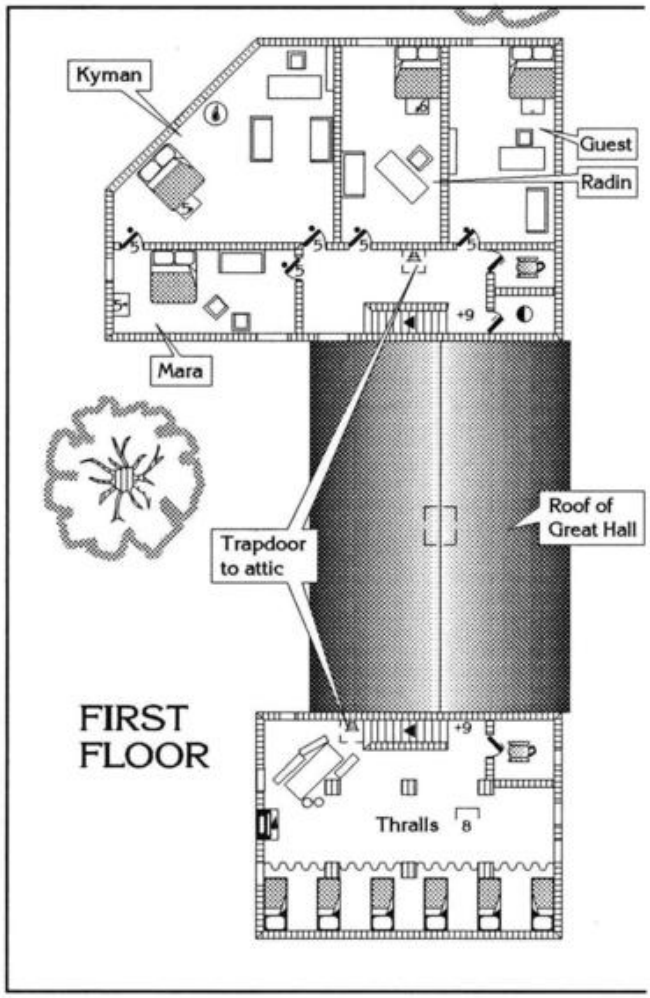
Each clan holds one or more allotments for growing vegetables within this enclosure. Gardens within the thran itself are generally recreational although there are a few small herb gardens and vegetable plots.

VADEN TOL (The Great Circle)

Vaden Tol is a building within a circle of six ancient and venerable oak trees, the local nexus of the *Barasi* Link between Hlen, VARAXIS and the CITY OF NASCENT VISIONS. See article: *VADEN TOL.*

The great hall is the original clanhouse, a spacious, well-lit chamber with a large hearth at its centre, and the only part of the main building that is single-storied. The north wing is a dormitory complex on the ground floor with family quarters upstairs. The south wing has servant quarters upstairs and the kitchen and pantry downstairs. There is not sufficient accomodation for all married clansmen, many of whom live on the clan various smallholdings around the district. Lodging for visiting clansmen or guests may also be provide in the great hall or barn at need. The room current occupied by Indan's "nephew" Radin belonged t Kyman's vanished son, Asiral. It is unusual for sing men to be assigned private quarters.





Mara

When he ressurected Mara, Indan gave her a *glamourous* amulet, making her seem reasonably "normal", although she remains abnormally pale and weak. The amulet carries a Lyahvi enchantment of the ninth level of complexity. Should anyone see through the glamour, they will perceive that Mara looks like "death". Her skin is dried and shrunken, her eyes are bright, but sunk deep in their sockets. Mara hardly ever speaks, and when she does it is in a near whisper. She never leaves the north wing of the Pelstrom clanhouse. The reason for this will become clear upon study of the Varaxis article.

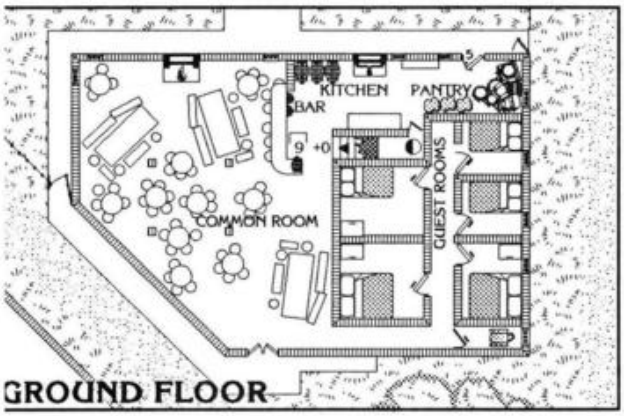
'he Dragon's Tail
; Hilstrom Clanhouse

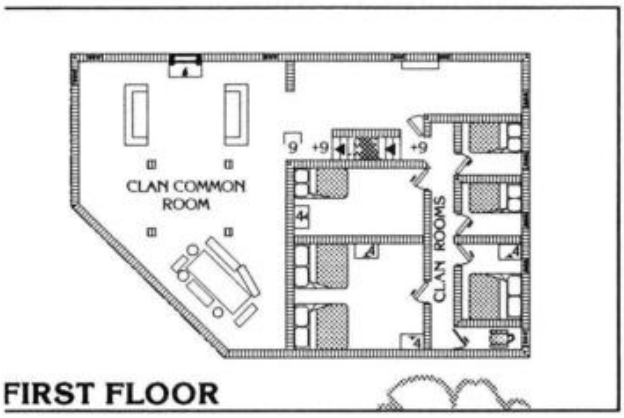
Clan Hilstrom originated in Mutilheim, and has everal smallholdings in the district. The inn and stler operations in Hlen are sidelines. Only about a ozen clanmembers live in Hlen most of the time.

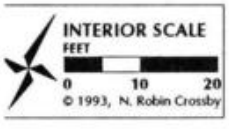
The building has two floors and an attic (not hown in the interior plans). The ground floor is evoted to the tavern and guest rooms. The first oor and attic are clan-residential. As often as not, lanmembers eat in the Tavern common room.

The ostler's operation is located southwest of the ıran, adjacant to the wallhouse. There is no stable t the Dragon's Tail, but a likely lad will care for uests' horses, taking them to the stable outside.

The clanhead's name is Arvin; the inn/ostler is perated by Tymu Hilstrom, normally a cheerful ıvern keeper, but lately a moody, fearful man. He is widower with six sons, the oldest is 26.







Untextured (white) floors are wooden.

The Enchantment

The enchantment that Indan/Panaga has placed on the whole settlement of Hlen prevents anyone from speaking or acting against him, Radin, Mara or Kyman. It does not, however, prevent hostile thoughts, although anyone feeling such animosity experiences a feeling of profound discomfort. Any visitor foolish enough to remain more than 1xWill days will begin having the same feelings, in 2xWill days, he will succumb completely to the spell. The spell is equivalent to a XII level Savoryan enchantment (rather difficult to remove).

Lyal's Band
The "Loyal Resistence"

Despite its strength, Panaga's enchantment is not perfect. Those with high Will (who can successfully test Will x 3) are able to at least discuss events surrounding Panaga, Kyman, Mara and Radin, provided they they limit their conversation to facts and say nothing overtly hostile or derogatory. The enchantment is also of limited range, within about a league of the Pelstrom clanhouse.

Lyal Pelstrom is Kyman's nephew. He is strong willed (17) and able to discuss troublesome events more than most Hlenites. His frustration is typical of many of the leading men of Hlen. Unable to take overt action because of the enchantment, Lyal gave up in disgust and retreated from Hlen with a small band of like-minded followers. Since his departure, Lyal's Band has grown to several dozen including members of most of the major clans of Hlen, and his sympathizers number in the hundreds. For the most part, band members are not known to Radin or Kyman; they come and go as they please. Lyal and his followers spend some of their time plotting a coup. Unfortunately, they have yet to determine a method of overthowing Kyman and/or Radin without entering Hlen, and as soon as they do, they find themselves unable to act. They have tried this several times, with more and more rebels dropping out until only a handful actually enter the thran. Lyal himself made the most progress. On one occassion, he entered the same room as Radin, but was unable to draw his sword.

GM NOTE

The PC-group might, at GM discretion, encounter Lyal's Band near Hlen, or contact could be made in the thran itself. This contact is not essential to the "plot". It represents a possible source of information for the PCs, and a development option for the GM. The local tribes might also provide interesting plot twists, delays, information, etc.

Mirakan Tol

Mirakan Tol was a great mage and traveler who discovered the Vaden Tol (*vâr-den tole*) phenomena some seven hundred years ago. What he discovered were several *Barasi Points*[1] with particularly strong relationships. Mirakan undertook to enhance the interworld linkages so that they would function automatically. He did this by means of a spell that would collect and store the "inter-dimensional energy" accumulating over time and release it all at once. He chose two monthly triggers, the new moon (Yaelmor on Kethira) and the full moon (Yaelah on Kethira). Whether he designed the unpleasant side-effects into his spell is a matter of conjecture.

To turn his enhanced sites into landmarks, Mirakan enchanted six of the trees he found there, giving them prolonged life and endurance. Finally, he erected the "shrine" at each site.

After a long and active life, Mirakan disappeared about five hundred years ago, probably between worlds where he was prone to spend most of his time.

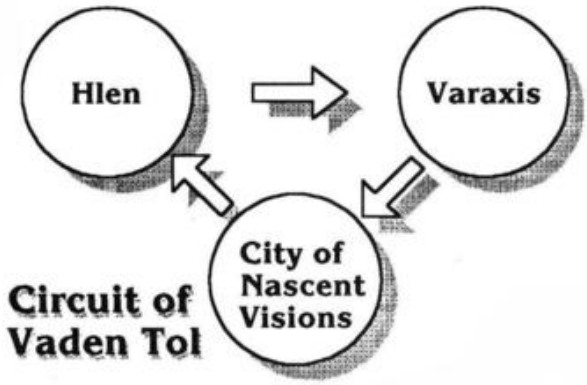
The Circuit

Three of the Vaden Tol sites are significant. Mirakan originally enhanced at least a dozen sites, but the rest have been destroyed or removed, temporarily at least, from the "circuit".[2] The three are located at *Hlen, Varaxis* and the *City of Nascent Visions*. All three sites seem identical.

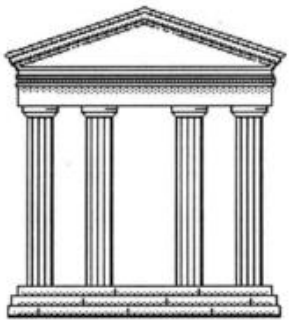
The linkage between the three sites allows transit from Hlen to Varaxis, from Varaxis to the City of Nascent Visions, and from the City of Nascent Visions to Hlen.

Adventurers undertaking the quest for Panaga will likely use Vaden Tol in a full circuit from Hlen, to Varaxis, to the City of Nascent Visions, and finally back to Hlen.

It should be noted that the strange creatures that used to appear at Hlen came from the City of Nascent Visions. Events at that site have reduced the traffic since the days of Kasvalon (see *Hlen*).



The Shrine



The sites themselves are not complex. Each consists of a circle of six venerable and ancient oak trees ranging from seventy to ninety feet in height. At the centre of each circle stands a building fifteen feet square. The building is little more than eight, one foot diameter pillars, a floor, and a roof. The entire structure is of white marble, and is notably lacking in ornament. Mirakan was a man of simple tastes.

No one now living near a Vaden Tol knows the origin of the shrines. Long after Mirakan's death, a passing Sindarin inscribed a warning in the centre of the floor of the Hlen site. The writing is faint with age, although two symbolic pictures of Yael, one full the other new, may be distinguished more easily.[3]

The Effect

Vaden Tol is an interworld vortex that, twice a month, opens ways between worlds. When the wind blows under the *new* or *full* moon, any animals, people and/or entities within the circle of trees are carried to the next site in the circuit. The effect extends to items worn/carried by the victim (to within 1xAura inches of his skin). The site does not

1 **Barasi** or **Correspondence Points** are locales on two or more worlds that share special relationships. In some ways, Barasi Points exist simultaneously on two or more worlds. Because of the relationship, travel between two Barasi Points on different worlds is *relatively* easy.

2 Vaden Tol presents a development option for GMs. Any number of other Vaden Tol sites can be developed at will.

3 The inscription uses the Selenian script and the Sindarin Language. A loose translation of the original is: "When the wind blows at Yaelar, comes the beast / When the night is darkest, thy soul's released." Yael: the moon — the symbols are a hollow and a filled circle.

control the wind, although it does distort the *feel* of the wind for those within. The effect can occur many times a night depending on how often the wind blows. The wind never seems to blow in more than one of the three sites at a time.

Over the years, various creatures, some of them quite outlandish, have made the trip from the City of Nascent Visions to Hlen, most by accident. The residents of Hlen, sometimes blame disappearances on the Great Circle, and they know to avoid Vaden Tol under the new or full moon, although they may not understand why.

The Process

The Vaden Tol teleportation experience is very unpleasant. The wind seems to increase to gale force or more, and becomes bitingly cold. At first, the traveler begins to glow faintly, somewhat like an ember in a wind. As the wind builds, it seems to blow tiny motes from the traveler which are carried away to dimness like sparks from a campfire. This produces a tingling sensation. The size of mote increases; larger pieces are torn painfully from the victim to dissolve in scintillating sparks in the howling gale. Within three minutes, during which the victim is immobilized, the process is complete. This renders the victim unconscious. When he awakens, he is lying reassembled in or near the Vaden Tol shrine on the destination world. He will feel tired but undamaged. He will smell burnt hair and ozone.

Once, the residents of Hlen attempted to destroy the site. They gathered much firewood and tried to burn the trees. The enchanted properties of the site became quickly apparent. The trees did not catch easily. Seven other trees had to be cut down to get enough firewood to make one of the oaks burn. The Hlenites spent a full day burning down one tree, and it had grown back within three weeks. Those who have attempted to cut down the trees have found their saws snapping and axes breaking with remarkable frequency.

The fathers of some of those now living at Hlen once gathered to watch the proceedings. They placed an old ox in the circle and watched in horror as it was torn apart. All brought back vivid descriptions which immediately became part of local folklore. The last eyewitness to the experiment died in 718.

When Indan (Panaga) left Hlen the last time, two young men, Carth Viden and Bley Svelen, followed him. They watched him walk to Vaden Tol, and they watched him disintegrate.[4] Both these young men are sympathetic to Lyal's Band. One is living with his family in Hlen, the other has joined Lyal's band and lives in the hills. The adventurers may find either of them useful to their investigation.

---

4 Panaga, while he was looking over his shoulder frequently, and otherwise acting in a circumspect manner, *wanted* to be seen leaving via Vaden Tol. He hopes that the adventurers will take the same route, and be trapped and destroyed at Varaxis.

Varaxis

No mortal knows where Varaxis is located. Some believe it is Yashain, some think it *between worlds*, some suspect it exists only in the mind of Save-K'nor. Wherever it may be, in whatever universe it lies, Varaxis shares *Barasi Correspondence* with *Hlen* and the *City of Nascent Visions*. Such links vary in ease of transit. The circuit between Varaxis, Hlen and the City of Nascent Visions is an unusually easy one — manifesting at a common site called *VADEN TOL*.[1]

Trials and the Concordat

Ineluctably governed by the Concordat of the Illimitable Tome, the *Ke'lha-hy-Var-hyvrak*, the Gods and Goddesses move in ways that seldom yield to mortal reason. The Concordat allows some disputes to be tried by ordeal, and the realm of *Save-K'nor* includes sites, entities and artifacts used for this purpose. Varaxis is one of these.

Varax the Scholar

In mortal life, Varax was a Shek-Pvar and student of Pvaric philosophy, the world-view that perceives Kelestia (the cosmic all) in terms of elements.[2] Varax was so dedicated to learning that he starved to death contemplating a tome of unusual complexity. Recognizing his great piety, Save-K'nor elevated Varax to demi-godhead and gave him a task suited to his dogged determination.

Varax is now a demi-divine servant of Save-K'nor whose task in (after)life is to dwell at Varaxis and maintain a series of trials for his master.

Varax normally presents himself as an ordinary human: medium height, build and colouring, white hair and beard, with a faraway look in his dark brown eyes. He cannot be harmed by physical force, pvaric magic, or psionics. Divine intervention could harm him, but few of the gods would injure a servant of Save-K'nor.

Varax is an artist, constantly changing the trials, but they always reflect a fundamentally *pvaric* cycle. Varax's task is to put those sent him to trial. He assumes all who arrive in his domain are sent for this purpose (the first time they arrive). Varax never speaks, although he understands all languages. He pays no attention to protests or questions and hands the travelers a scroll containing the *Verses of the Trials*, a poem containing clues to the Seven Trials (see *Handouts*).

Once they have the scroll[3] Varax points his visitors to the first gate and makes sure they go.

Characters who object to entering the mistwall will find their objections to no avail. Varax will point the way, and if the characters do not go willingly, he will summon a cold, stinging mist to herd them in one at a time. He will not hurt the group, nor are they able to hurt him. Travelers will not be permitted to leave Varaxis by way of Vaden Tol (or any other route) until they have passed the Seven Trials of Varax.

Bearing this in mind, it should be noted that the Trials, and much else of Varaxis exist nowhere but in the mind of Varax. Characters who enter the Trials are sharing his dream.

Varaxis

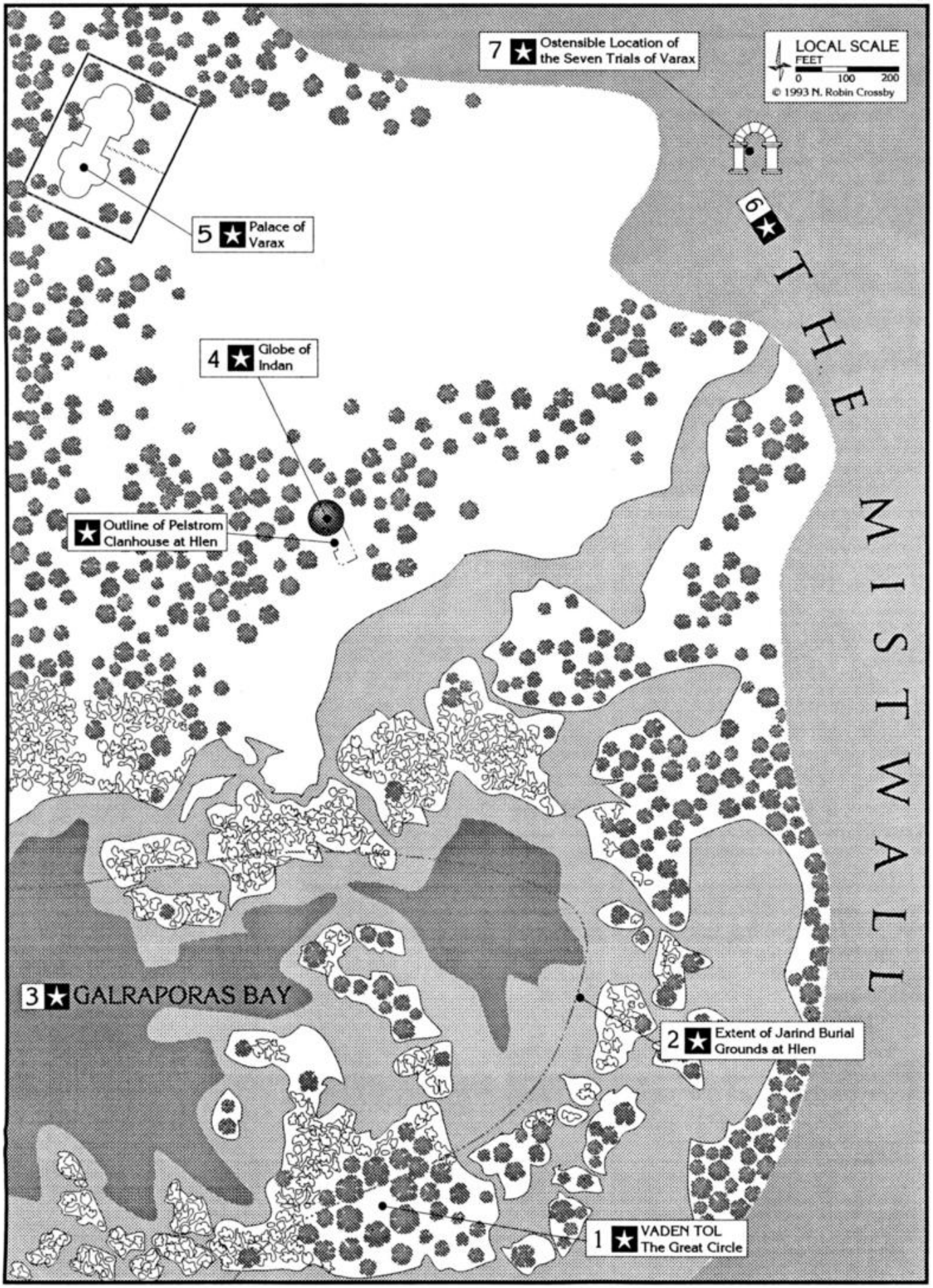
1 See Article: *Vaden Tol*

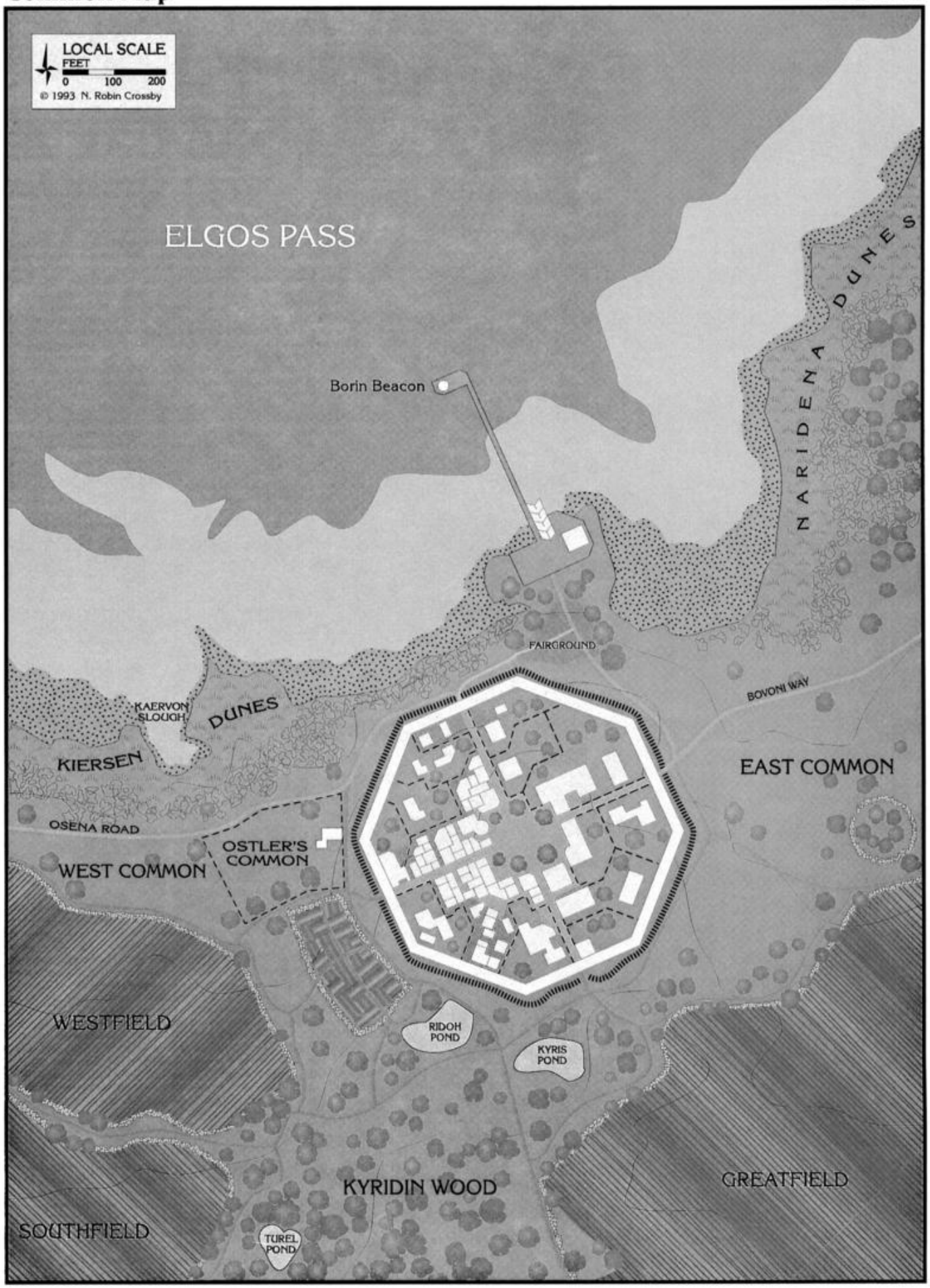
2 The most popular school of Pvaric thought perceives supra-nature in terms of six elements: Air, Fire, Metal, Earth, Water and Spirit. This is the fundamental view of the Shek-Pvar and their basis for dividing themselves into six, elemental convocations. Varax ascribes to this "hexagonal" school.

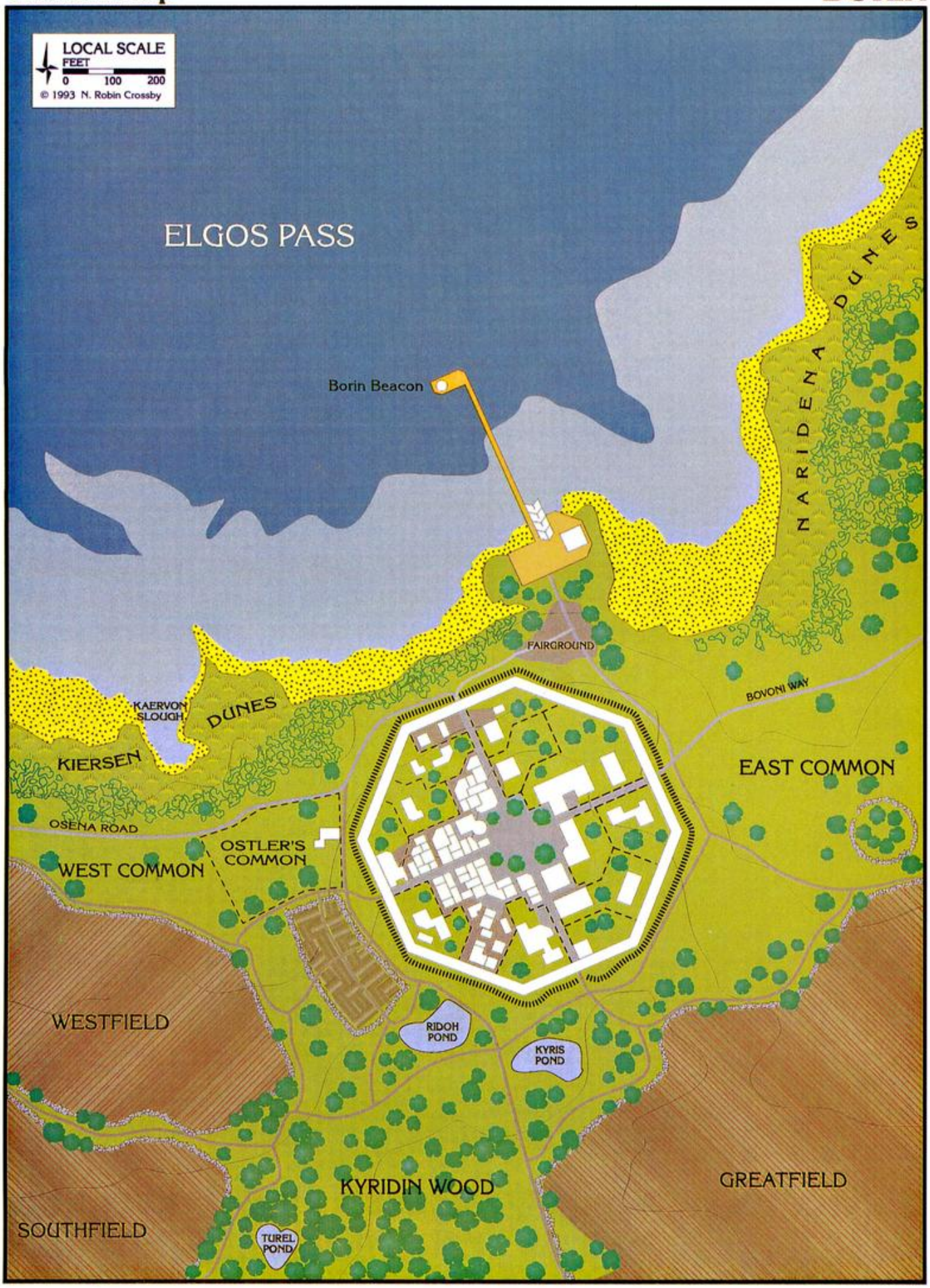
3 The scroll is written in whatever language/script each person best understands

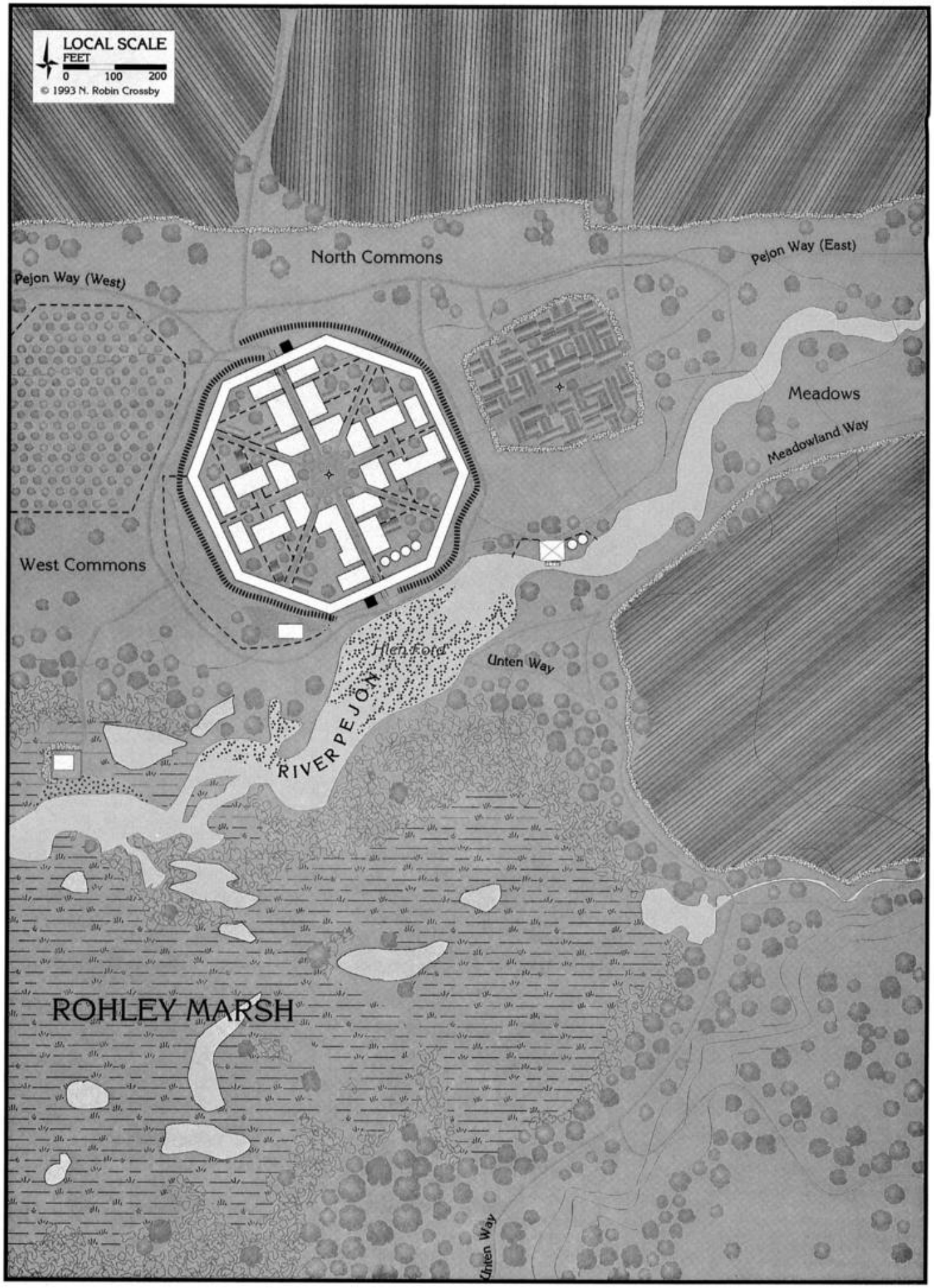
VARAXIS 2

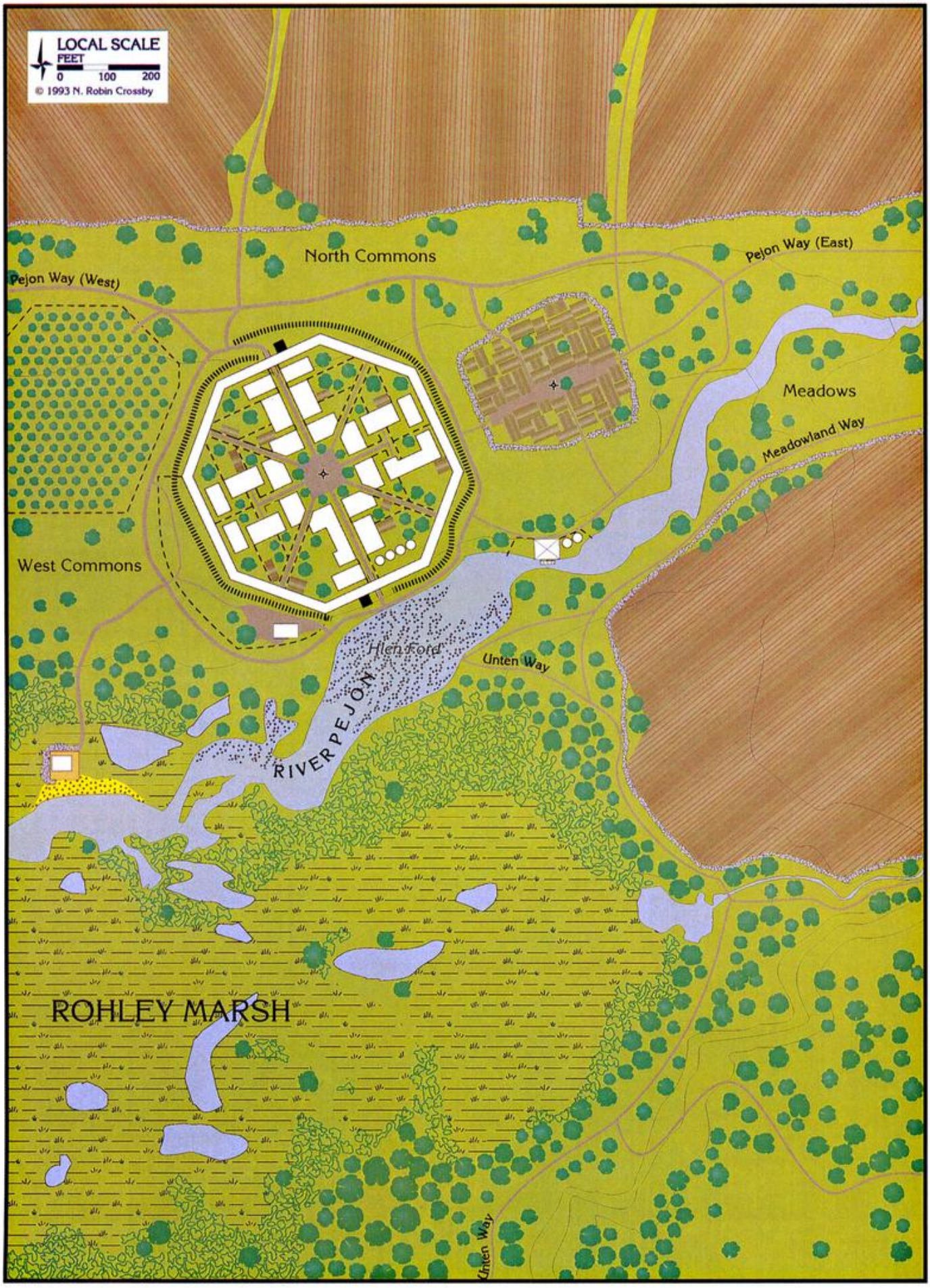
GM Local Map


7 Ostensible Location of the Seven Trials of Varax
LOCAL SCALE
FEET
0 100 200
© 1993 N. Robin Crossby
5 Palace of Varax
6 THE MISTWALL
4 Globe of Indan
Outline of Pelstrom Clanhouse at Hlen
3 GALRAPORAS BAY
2 Extent of Jarind Burial Grounds at Hlen
1 VADEN TOL The Great Circle

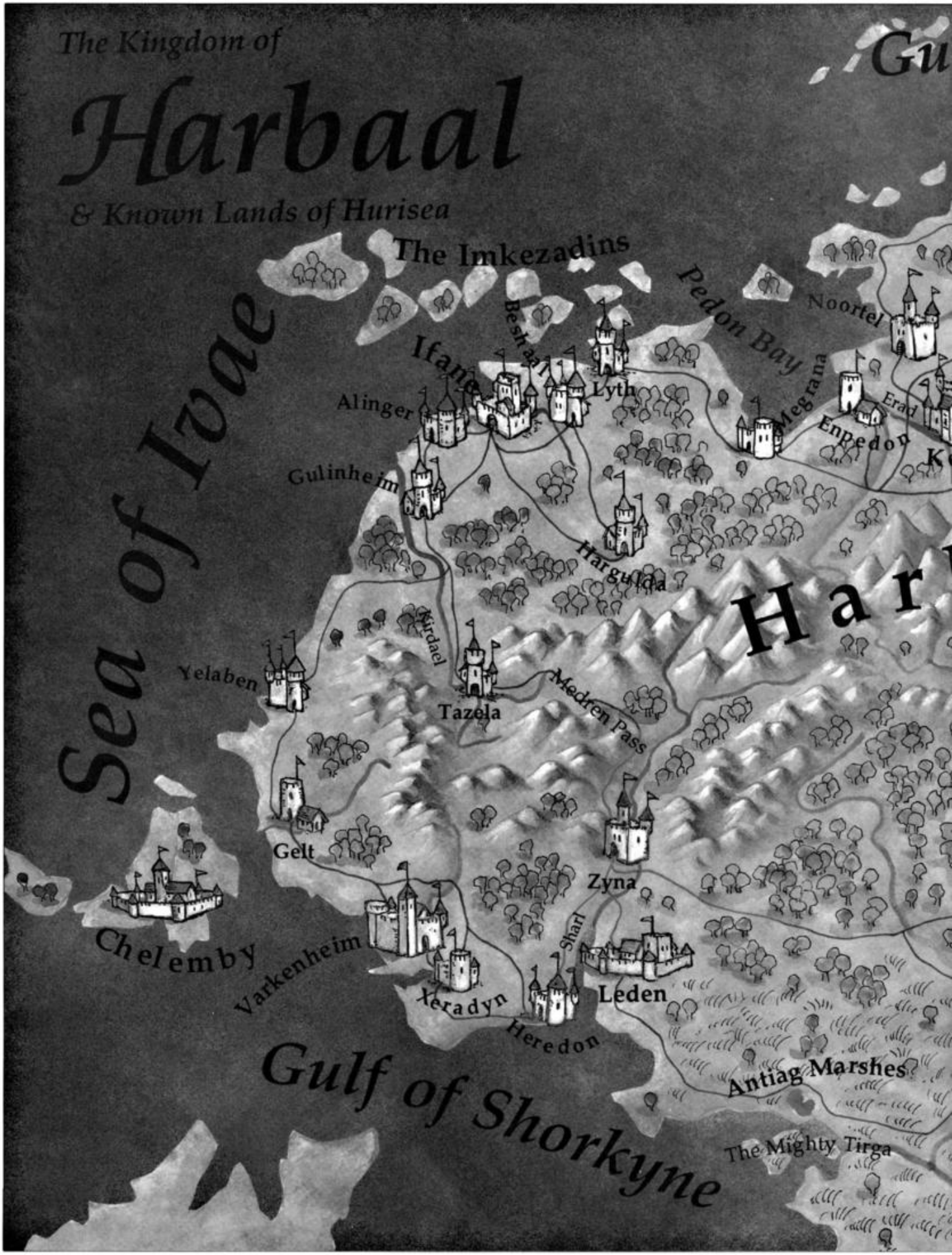

LOCAL SCALE
FEET
0 100 200
© 1993 N. Robin Crossby
ELGOS PASS
Borin Beacon
NARIDENA DUNES
FAIRGROUND
BOVONI WAY
KAERVON SLOUGH
DUNES
KIERSEN
EAST COMMON
OSENA ROAD
OSTLER'S COMMON
WEST COMMON
WESTFIELD
RIDOH POND
KYRIS POND
KYRIDIN WOOD
GREATFIELD
SOUTHFIELD
TUREL POND


LOCAL SCALE
FEET
0 100 200
© 1993 N. Robin Crossby
ELGOS PASS
Borin Beacon
NARIDENA DUNES
FAIRGROUND
BOVONI WAY
KAERVON SLOUGH
DUNES
KIERSEN
EAST COMMON
OSENA ROAD
OSTLER'S COMMON
WEST COMMON
WESTFIELD
RIDOH POND
KYRIS POND
KYRIDIN WOOD
GREATFIELD
SOUTHFIELD
TUREL POND

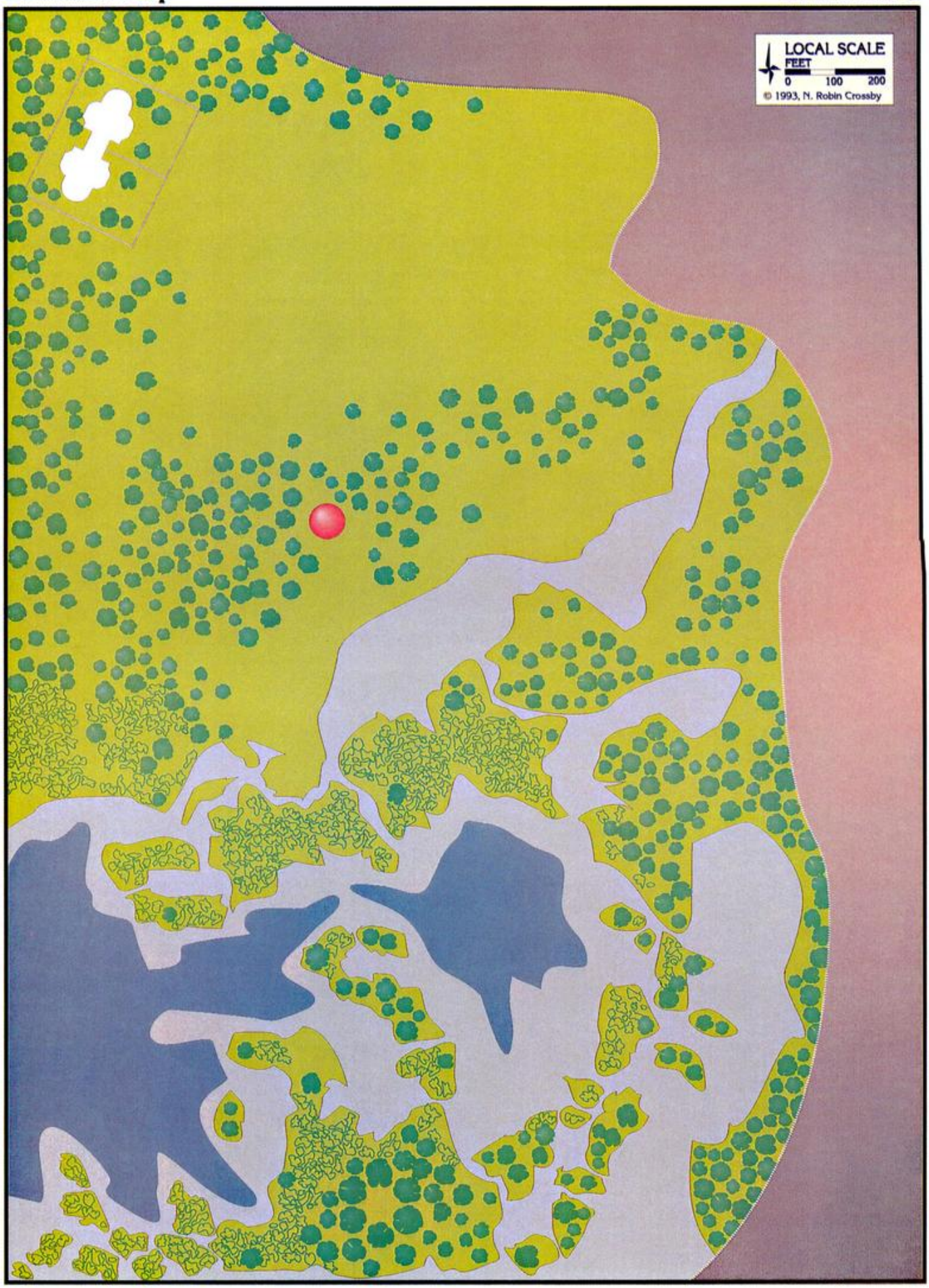

LOCAL SCALE
FEET
0 100 200
© 1993 N. Robin Crossby
North Commons
Pejon Way (West)
Pejon Way (East)
Meadows
Meadowland Way
West Commons
Hlen Ford
Unten Way
RIVER PEJON
ROHLEY MARSH
Unten Way


LOCAL SCALE
FEET
0 100 200
© 1993 N. Robin Crossby
North Commons
Pejon Way (West)
Pejon Way (East)
Meadows
Meadowland Way
West Commons
Hlen Ford
Unten Way
RIVER PEJON
ROHLEY MARSH
Unten Way

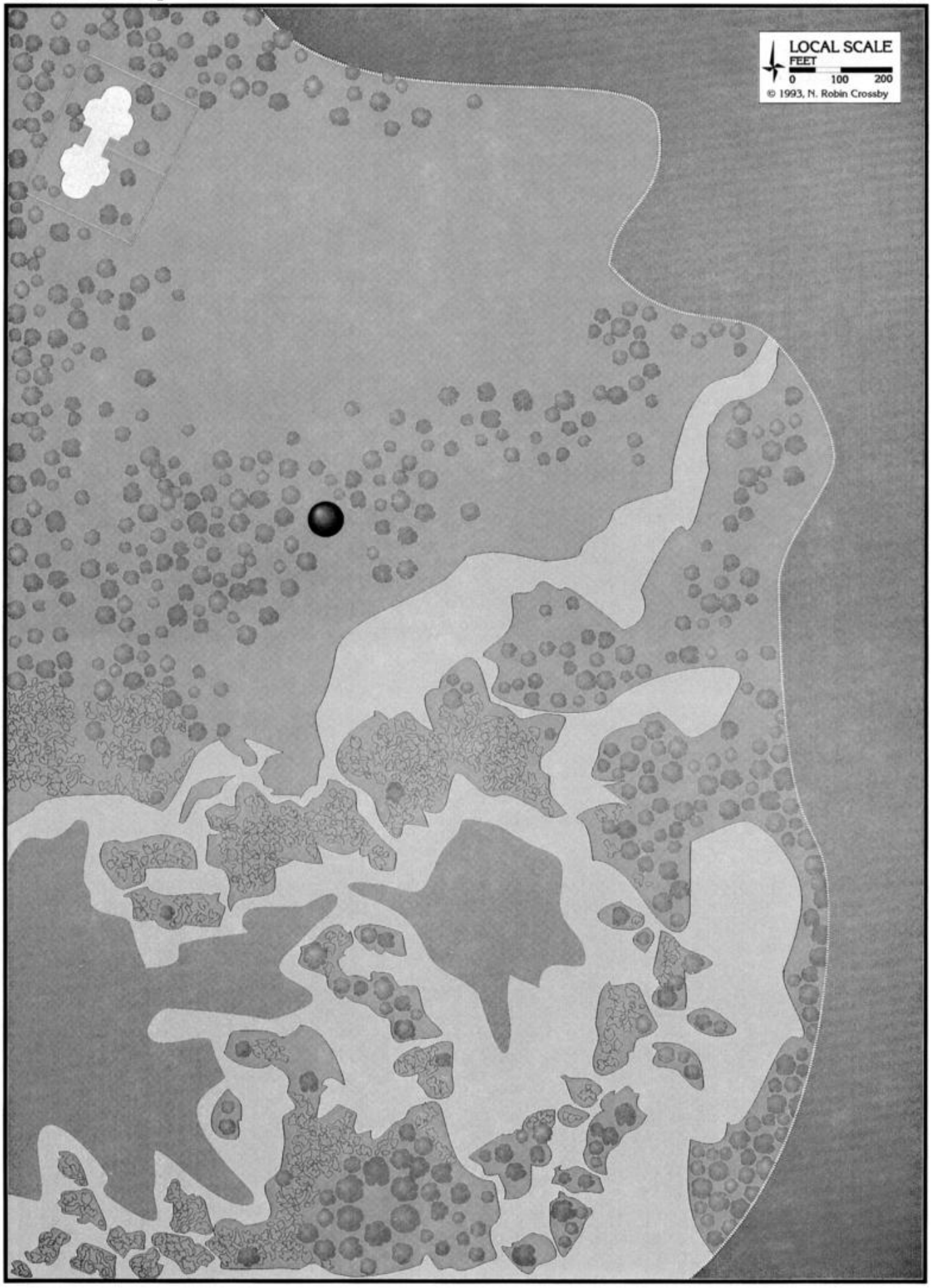
f of Harbaal
Elgoss
Gosheim
Elgoss Pass
Borin
Wuruna
Anstal
Genja
Osena
Bovoni Pass
Bemis
Alps
Nevel
Hjelis
Hlen'
Pelden
oalese
Lakes of the Serpent
Beldira
Antol
Tirgolis


The Kingdom of
Harbaal
& Known Lands of Hurisea
The Imkezadins
Pedon Bay
Noortel
Besha
Ifane
Lyth
Alinger
Megrana
Erad
Enpedon
Gulinheim
Hargulda
Sea of Iwae
Kirdael
Yelaben
Tazela
Medren Pass
Gelt
Zyna
Chelemby
Varkenheim
Shari
Leden
Xeradyn
Heredon
Antiag Marshes
Gulf of Shorkyne
The Mighty Tirga

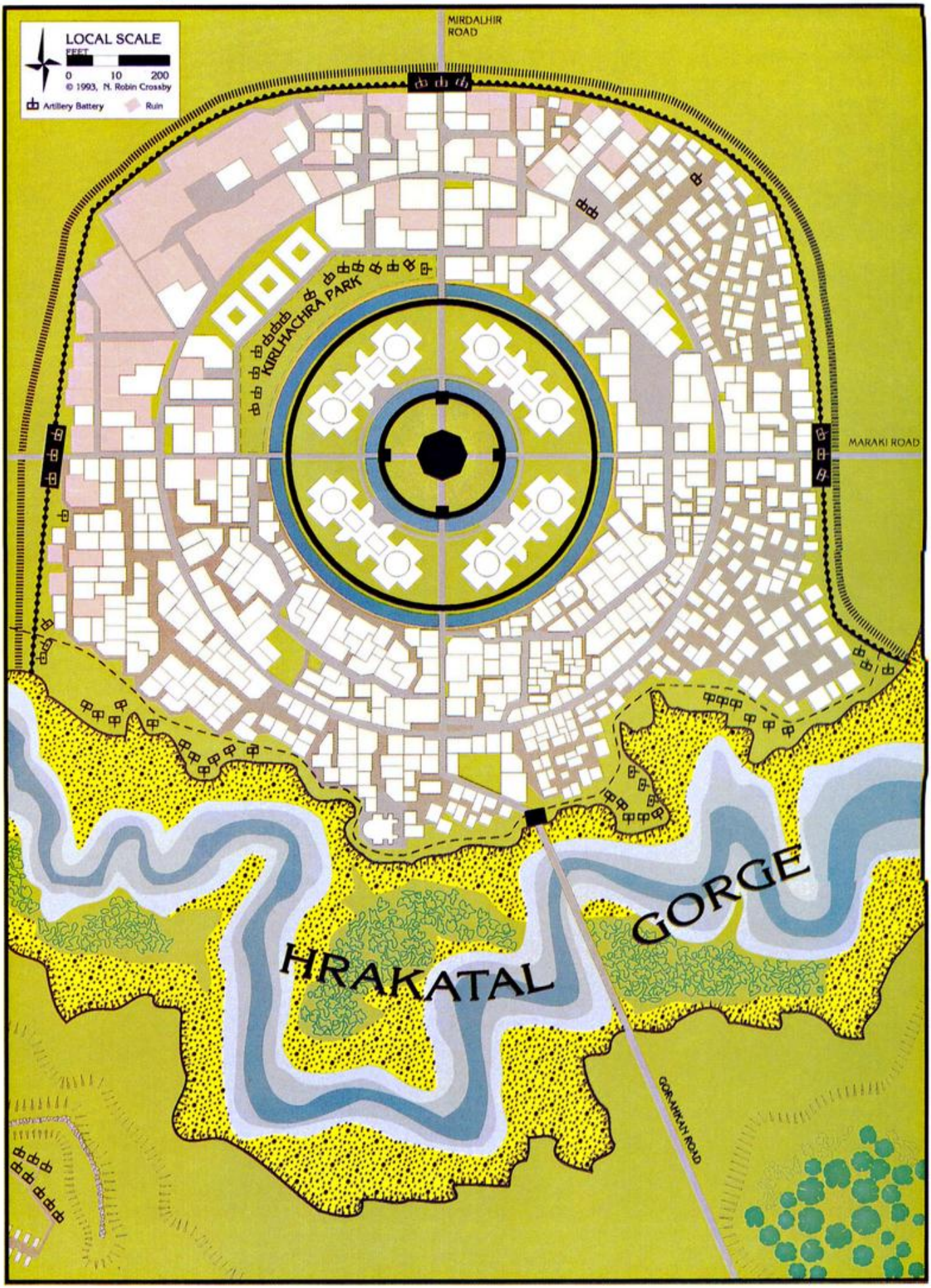
VARAXIS



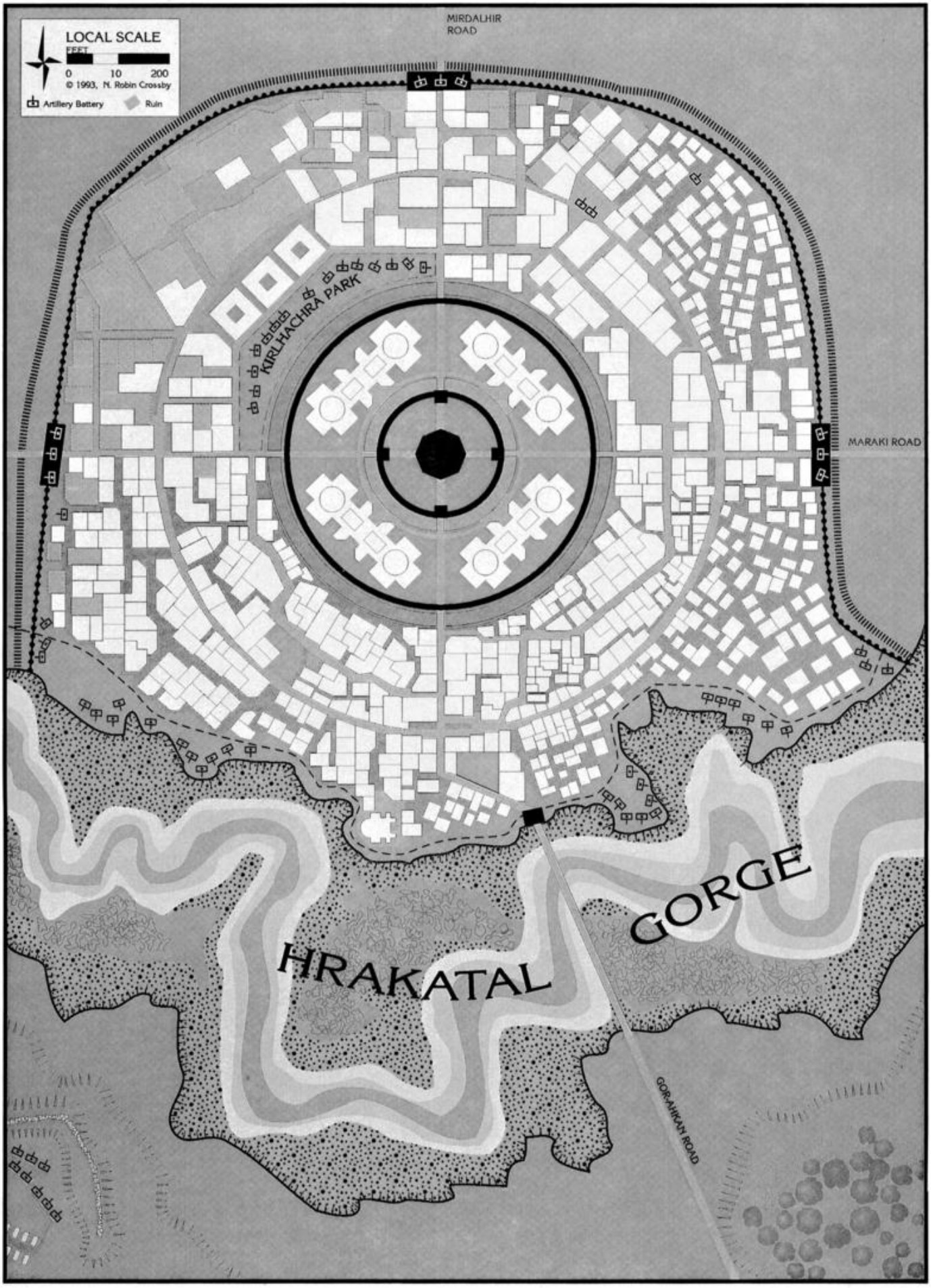
VARAXIS



CITY OF NASCENT VISIONS



CITY OF NASCENT VISIONS



★ 1 VADEN TOL (The Great Circle)

See article: *VADEN TOL.*

★ 2 JARIND BURIAL GROUNDS

The disembodied spirits of several thousand Jarind dead "dwell" here as well as Hlen. Divided as they are, they find themselves impotent in both realms, unable to leave their final resting places for fear of utter dissolution. Each night, in the *Dance of the Forgotten Dead*, the spirits rise up as wisps of light and shadow and move in complex patterns around the Bay.

When Panaga discovered the Jarind wights, he convinced some to help him in exchange for promises of freedom or final rest. Hundreds succumbed to his wiles and are now unable to withdraw from their agreements. The wights refer to Panaga as the *Vile Binder.* Panaga's "hostage-wights" are forced to feed his Globe (4) with their feeble life-force. This does not lastingly hurt them. Those who have not been enslaved by Panaga are lethargic and shy of strangers.

★ 3 GALRAPORAS BAY

An arm of the *Sea of Ineluctable Visions.* The waters of the bay glow slightly and, although they seem translucent, they are an opaque shade of milky blue. *Galraporas Worms* infest the Bay. They vary from an inch to fifteen feet, and feed, leech-like, on the life-force of animals encountered. The worms are almost impossible to detach, but drop off as their victims leave the water.

★ 4 GLOBE OF INDAN

A translucent sphere, half-buried in the soft ground, Indan's globe is eighty feet in diameter and its highest point is forty-eight feet above the ground. The sphere feels soft, warm and vaguely gelatinous to the touch. Within the globe a pale light moves about. To someone with a good imagination this light might seem to have the form of a slim woman, but to an objective eye the light only *suggests* a slender humanoid form like those of the *Jarind wights* (2). Study of the form's movement should eventually suggest a person, or more precisely a lady of leisure, doing ordinary things within her domicile. In fact the movements of this *wraith of light* coincide with those of Mara Pelstrom, the undead mistress of Hlen.

Every few minutes, one of the *Jarind Wraiths* comes and presses itself against the Globe. On doing so, it begins to "fade" slightly, and grows visibly weaker, until, upon being replaced by the next wraith, it staggers back to the bay.

The Globe is the sensible manifestation of the spell by which Panaga controls Mara. In the sphere, her true spirit is trapped to do the bidding of the evil mage. The spell is powered by the auras of unfortunate Jarind wraiths who, robbed of their wills, are constrained to donate their meagre energy to keeping the woman captive. This size of the globe corresponds to Mara's maximum compass in Hlen. Mara's mortal remains are animated by a malignant entity (Kilathtras) enlisted by Panaga. Mara's aura is bound within the globe only to give Kilathtras access to her memories.

Varax paid little attention when Panaga created the globe, since the evil mage had already passed the seven trials. Varax's interest is gradually becoming seduced by the sphere's mystery. This is no accident. Eventually Varax may himself become ensnared by Panaga's subtle enchantment.

★ 5 THE PALACE OF VARAX

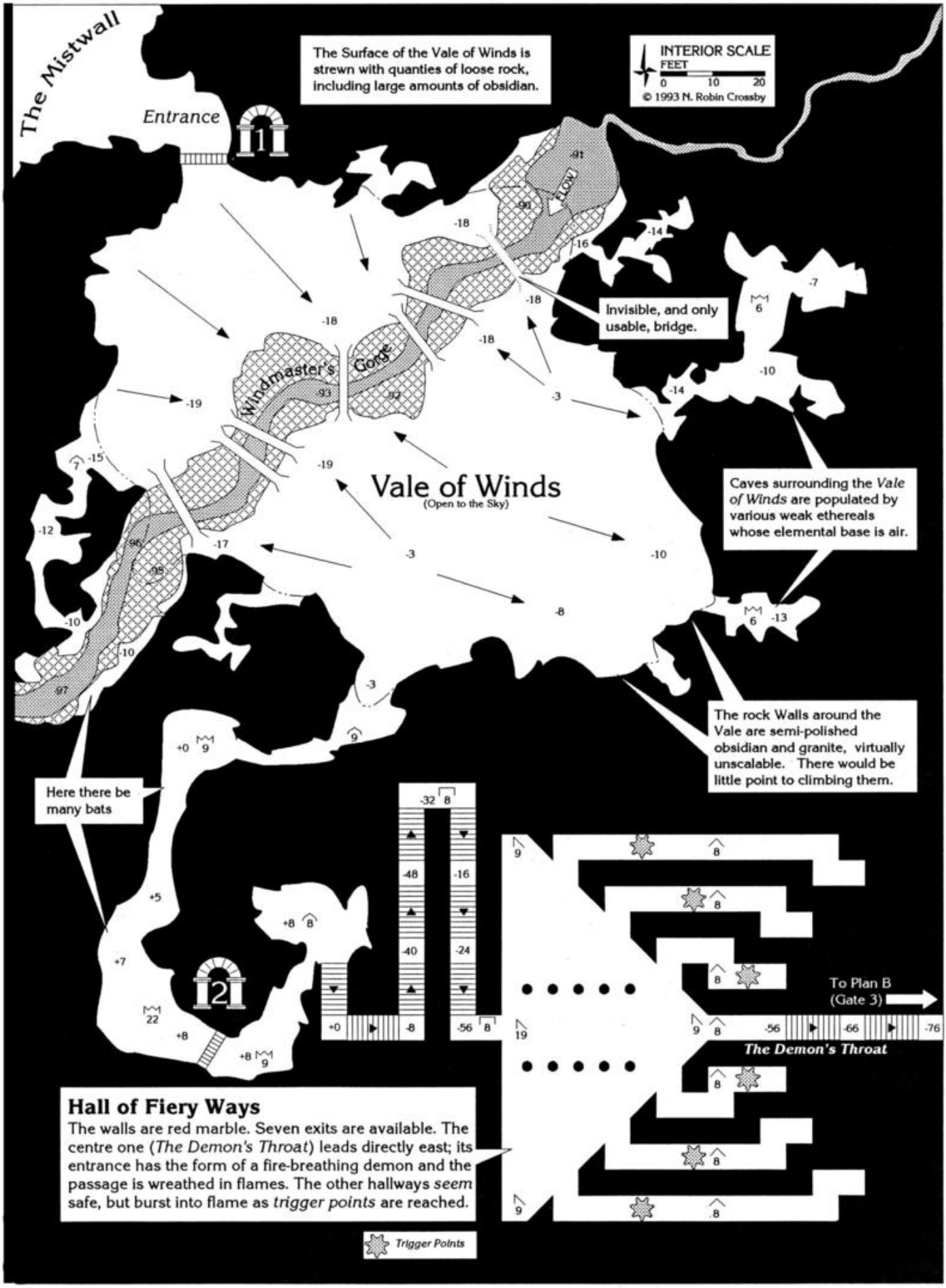
The domicile of Varax is large and comfortable, with two large libraries. It is unlikely that any of the adventurers will enter the palace since Varax does not permit visitors. Seven demi-divine, unsleeping, sphinx-like creatures guard the compound day and night. One of these sentinels will almost certainly alert Varax when the group comes within a few hundred feet. At this point, Varax will come forth and do his duty.

★ 6 THE MISTWALL

The local "edge of the universe" takes the form of a dark, clammy fog with a fairly neat boundary. The Trials of Varax (7) are "located" within the Mistwall. The Mistwall surrounds Varaxis entirely. The west Mistwall is about 1 km off map (to the west).

★ 7 THE SEVEN TRIALS OF VARAX

The entrance to the Trials is hidden within the mistwall. Characters entering the mists near this point will walk blindly for an indeterminate period and find themselves before the first gate. A small clearing in front of the gate is free of mist. Travelers who from this point re-enter the mist will walk in random directions for another indeterminate period, then find themselves back at the gate. This process can be repeated as often as the players wish. The Seven Trials of Varax are detailed on four pages of interior plans.


The Mistwall
Entrance
1
The Surface of the Vale of Winds is strewn with quanties of loose rock, including large amounts of obsidian.
INTERIOR SCALE
FEET
0 10 20
© 1993 N. Robin Crossby
Windmaster's Gorge
Vale of Winds
(Open to the Sky)
Invisible, and only usable, bridge.
Caves surrounding the Vale of Winds are populated by various weak ethereals whose elemental base is air.
The rock Walls around the Vale are semi-polished obsidian and granite, virtually unscalable. There would be little point to climbing them.
Here there be many bats
2
To Plan B (Gate 3)
The Demon's Throat
Hall of Fiery Ways
The walls are red marble. Seven exits are available. The centre one (The Demon's Throat) leads directly east; its entrance has the form of a fire-breathing demon and the passage is wreathed in flames. The other hallways seem safe, but burst into flame as trigger points are reached.
Trigger Points

The Gate of Winds

The first gate bears a design featuring the four winds blowing a bedraggled-looking willow tree in every direction at once. In the door's centre there is a single, red, semi-precious stone – the "lock". The door is opened by blowing hard, or by shining a bright light on the stone.

The Trial of Air

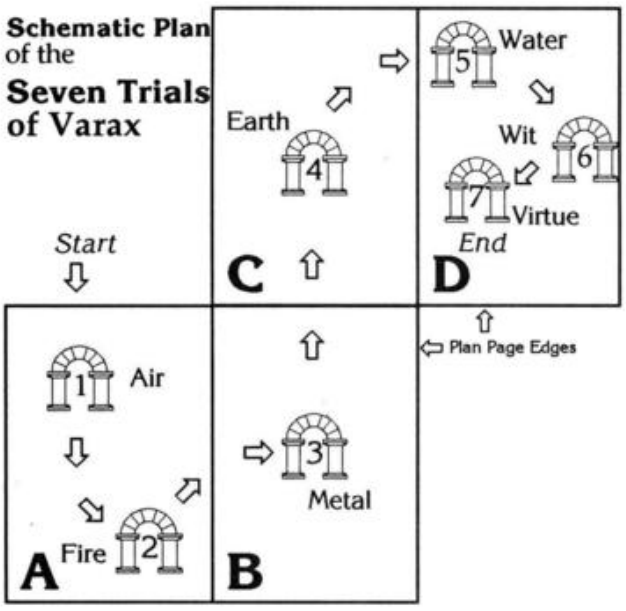
Beyond the gate a narrow valley, the *Vale of Winds*, is divided by a deep gorge. There are seven bridges across the gorge. Six are visible, but impossible to cross. Those who attempt any of the six visible bridges will be cast down by structural collapse, high winds or interfering air-elementals, etc., at GM discretion. Those who fall as a result of attempting any of the visible bridges will fade rapidly, and disappear before striking the jagged rocks below. These unfortunate souls are lost to the quest. The seventh bridge is invisible, and is the only safe crossing.

The Gate of Fire

The Gate of Fire has, unsurprisingly, a fiery motif. Flames consume various creatures, all with faces portraying great agony — truly a daunting picture. Fire or other high heat applied to the door will cause it to open.

The Trial of Fire

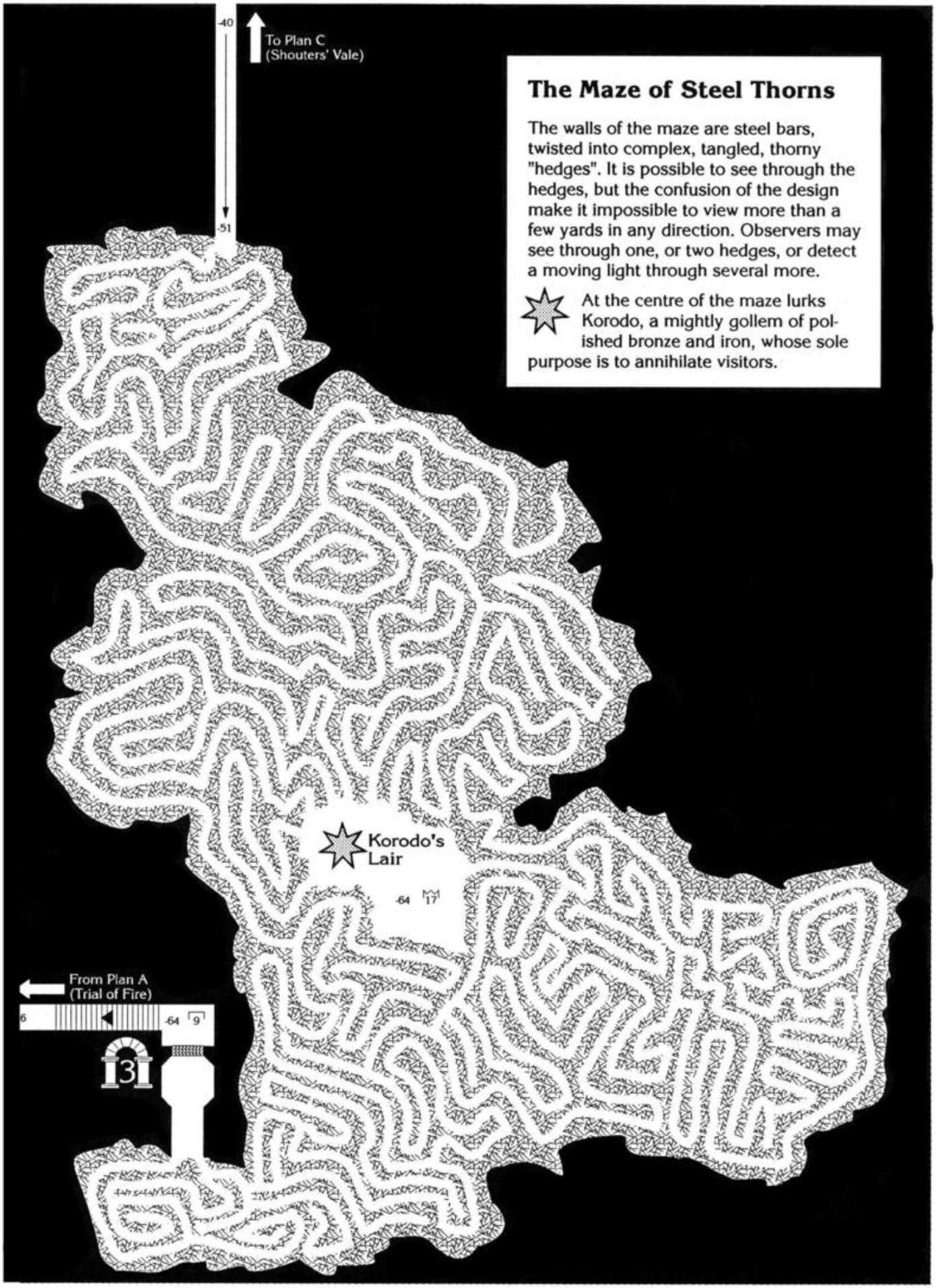
The *Hall of Fiery Ways* has seven exits. The "Demon's Throat" is in the centre leading directly east. The entrance to the *Throat* is the mouth of a terrible, fire-weeping demon. The first twenty feet of the *Throat* is permanently filled with violent ethereal flames which are very hot and painful, but physically harmless (this section can be passed by anyone who successfully tests 5xWill — those who fail are lost to the quest). The other six exit-hallways appear ordinary and safe, but when anyone reaches a *Trap Trigger*, the corridor 20' in either direction is immediately engulfed in mundane fire that almost certainly proves fatal.



MORTALITY

Those killed *undertaking the Seven Trials of Varax are lost to the quest. However, if any one of the group successfully completes all seven trials, the fallen members of the group are restored. In other words, if one succeeds, all succeed. When someone is killed, his body fades away in about an hour. When the surviving questers reach the Hall of Urvo, they will find any fallen comrades laid out on marble slabs in a manner reminiscent of lying in state. Upon the survivors' arrival, the dead travelers begin reviving — revivification takes about ten minutes. Coincidentally, all the adventurers are restored to the physical conditions with which they began the Trials. This, of course, is in keeping with the nature of the Trials — that they exist within the mind of Varax.*

GM Option: *The Hall of Urvo may actually restore all the adventurers to their optimum physical conditions.*



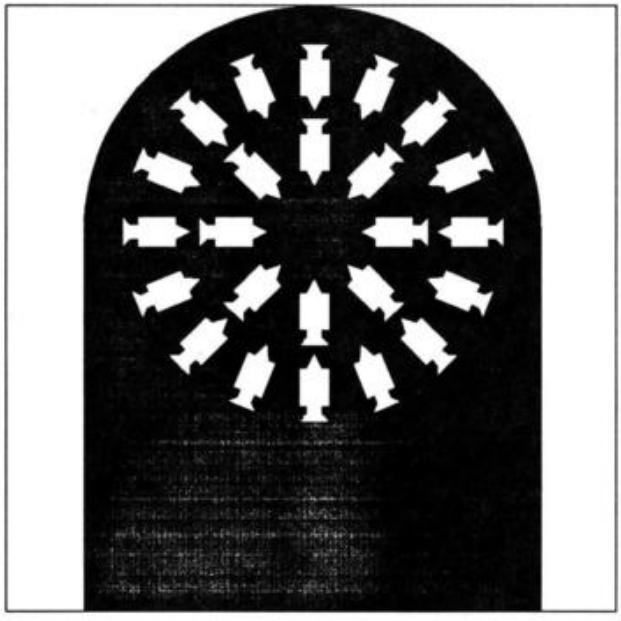
The Maze of Steel Thorns

The walls of the maze are steel bars, twisted into complex, tangled, thorny "hedges". It is possible to see through the hedges, but the confusion of the design make it impossible to view more than a few yards in any direction. Observers may see through one, or two hedges, or detect a moving light through several more.

At the centre of the maze lurks Korodo, a mightly gollem of polished bronze and iron, whose sole purpose is to annihilate visitors.

The Gate of Steel

The gate of steel is dull, black iron and brilliant, polished bronze. It is covered with a geometrical design reminiscent of anvils seen from above. At the centre is a one foot circular depression bearing raised representations of a sword and plough arranged above and below an odd-shaped keyhole. The sword and plough are each six inches long.



The door can be broken down (this would take a long time and a lot of effort, to say nothing of making an unreasonable amount of noise). Alternately the group can pry the plough from the design at the centre of the door (using a metallic tool of some sort). The plough is actually a key that will fit the keyhole and unlock the door. The miniature sword, known as "Kordo's Bane", can also be pried loose, but has no apparent purpose.

The Trial of Iron: The Maze of Steel Thorns

After descending numerous stairs, the group will come to the *Maze of Steel Thorns*, where the "walls" are made of steel bars twisted, curved and otherwise fashioned in the shape of a surreal thorn bush hedge. The razor-sharp thorns range from three to eighteen inches in length. It is possible to see through the "hedges", but the confusion of the design makes it impossible to view more than a few yards in any direction. An observer may see through one or two "hedges", or detect a moving light through several.

At the centre of the maze lurks Korodo a mighty gollem of polished bronze and iron whose sole purpose is to destroy. If the group brought the sword Kordo's Bane they will notice that it glows and grows the nearer they come to Korodo. If the sword is brought within twenty feet of the golem, it will reach thirty-two inches (becoming a Heavy Broadsword), its maximum size.

Korodo will battle the adventurers. He is invulnerable to mundane damage, but is temporarily frozen by any psionic attack or *Savoryan* spell. Freezings last 10 or 20 seconds depending on success level — complexity level and type of spell/talent do not matter:

CS: Korodo frozen for 20 seconds.
MS: Korodo frozen for 10 seconds.

Korodo's Bane (the sword from the Gate) is effective against Korodo. Any successful strike causes a loud clanging sound. The first two strikes seem to have no other effect, but the third strike causes Korodo to shatter into thousands of pieces. The pieces immediately gather themselves and begin reconstructing the Golem, but this process takes about five minutes — hopefully enough time for the adventurers to escape.

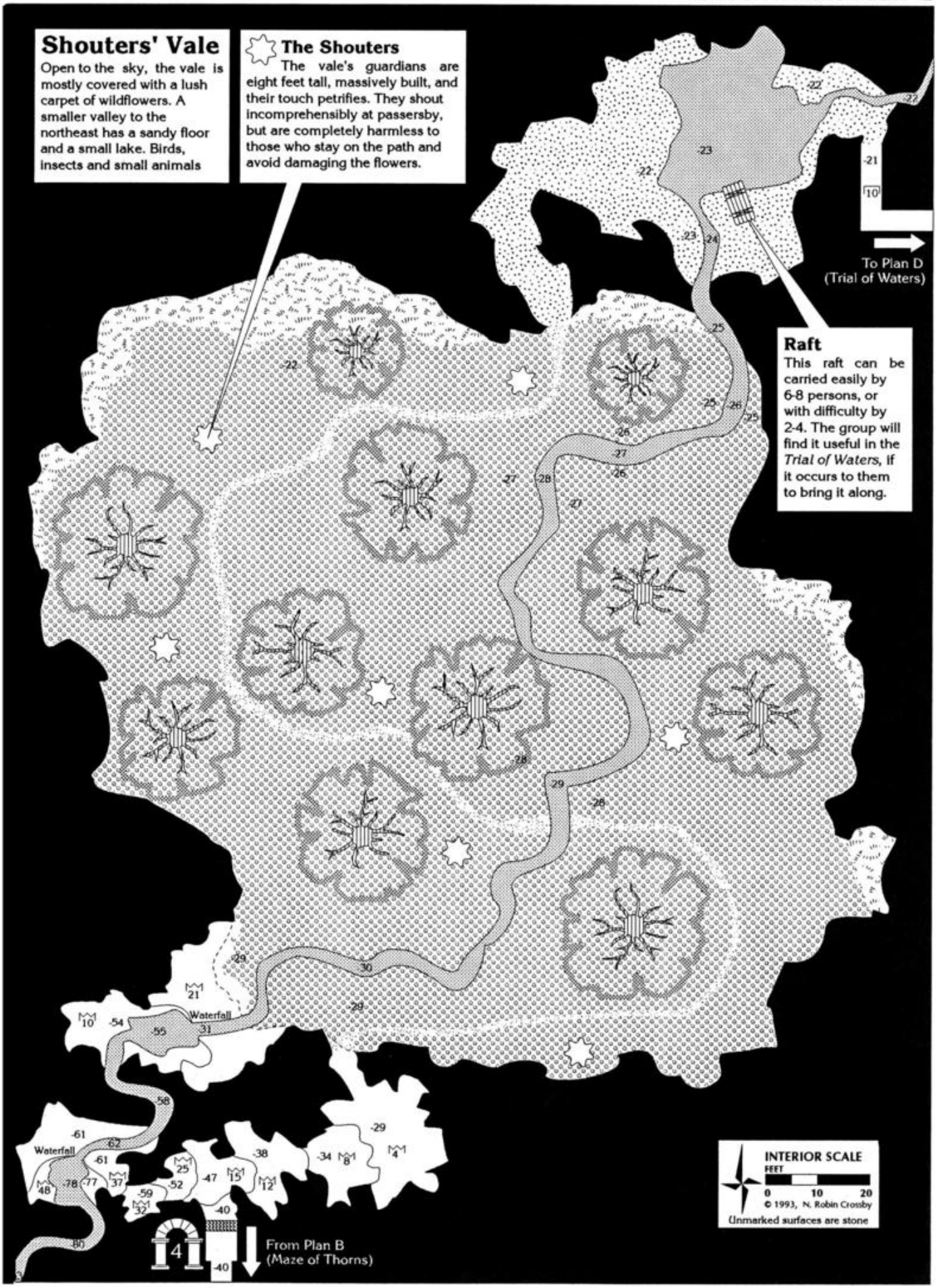
Korodo attacks relentlessly as long as one or more of the adventurers are in the maze. He has no interest in those who have passed the fourth gate.

Korodo has no armour; he does not fatigue, nor sustain injuries except as indicated above. He wields a great battlesword:

STR 20; END na; DEX 17; AGL 15; SPD 14.
Battlesword: EML85, Impact: B7 E11 P5

VARAXIS 8

Seven Trials Plan C


Shouters' Vale
Open to the sky, the vale is mostly covered with a lush carpet of wildflowers. A smaller valley to the northeast has a sandy floor and a small lake. Birds, insects and small animals
The Shouters
The vale's guardians are eight feet tall, massively built, and their touch petrifies. They shout incomprehensibly at passersby, but are completely harmless to those who stay on the path and avoid damaging the flowers.
To Plan D
(Trial of Waters)
Raft
This raft can be carried easily by 6-8 persons, or with difficulty by 2-4. The group will find it useful in the Trial of Waters, if it occurs to them to bring it along.
Waterfall
Waterfall
From Plan B
(Maze of Thorns)
INTERIOR SCALE
FEET
0 10 20
© 1993, N. Robin Crossby
Unmarked surfaces are stone

4 The Gate of Stone

The gate of stone is made of greenish granite. It is carved with a relief showing a tree growing luxuriantly from a large tub. In its branches are numerous birds and a few small mammals. Curled around the trunk is a very long snake. The gate is opened by pushing gently with a naked hand.

The Trial of Earth: Shouters' Vale

Once through the gate, the adventurers will find themselves in a cave complex with terraces; water can be heard falling to the west. The air is moist and warm. The group has a choice of moving downward to the west (left) or up to the east. Either way they will come to Shouters' Vale the eastern route is probably preferable because it brings them to the end of the path, thereby allowing them to avoid stepping on the flowers.

Shouters' Vale is mostly carpeted with wild flowers. There is abundant small wildlife, numerous birds and insects, the air is warm and humid. There are several trees in the valley.

The Shouters

The guardians of the vale are eight feet tall, hulks which appear to be made of stone, and may be taken for ordinary (if rather ugly) statues. When an intruder comes within twenty feet of a shouter, it begins shouting, and waving its arms threateningly. The noise is incomprehensible.

The shouters are harmless unless the visitors stray from the path and step on a wildflower. At this point the nearest Shouter will charge from its spot and attempt to touch anyone who is not on the path. A shouter's touch petrifies its victim (who is lost to the quest).

Shouter:

Weapon (Touch): ML75
(only viable defence is Dodging — target may Dodge at full value).

If all visitors return to the path, all shouters will return to their positions (as shown on Plan C) and resume their threatening gestures and shouts. The shouters will pursue transgressors part way into the southwest cave, but will not enter the south-central cave because the ceiling is only four feet high. The Shouters cannot be harmed by the adventurers, although a good illusion might fool them and a bright light might temporarily dazzle them. Being made of stone, enchanted stone at that, weapons will not likely have any effect on them.

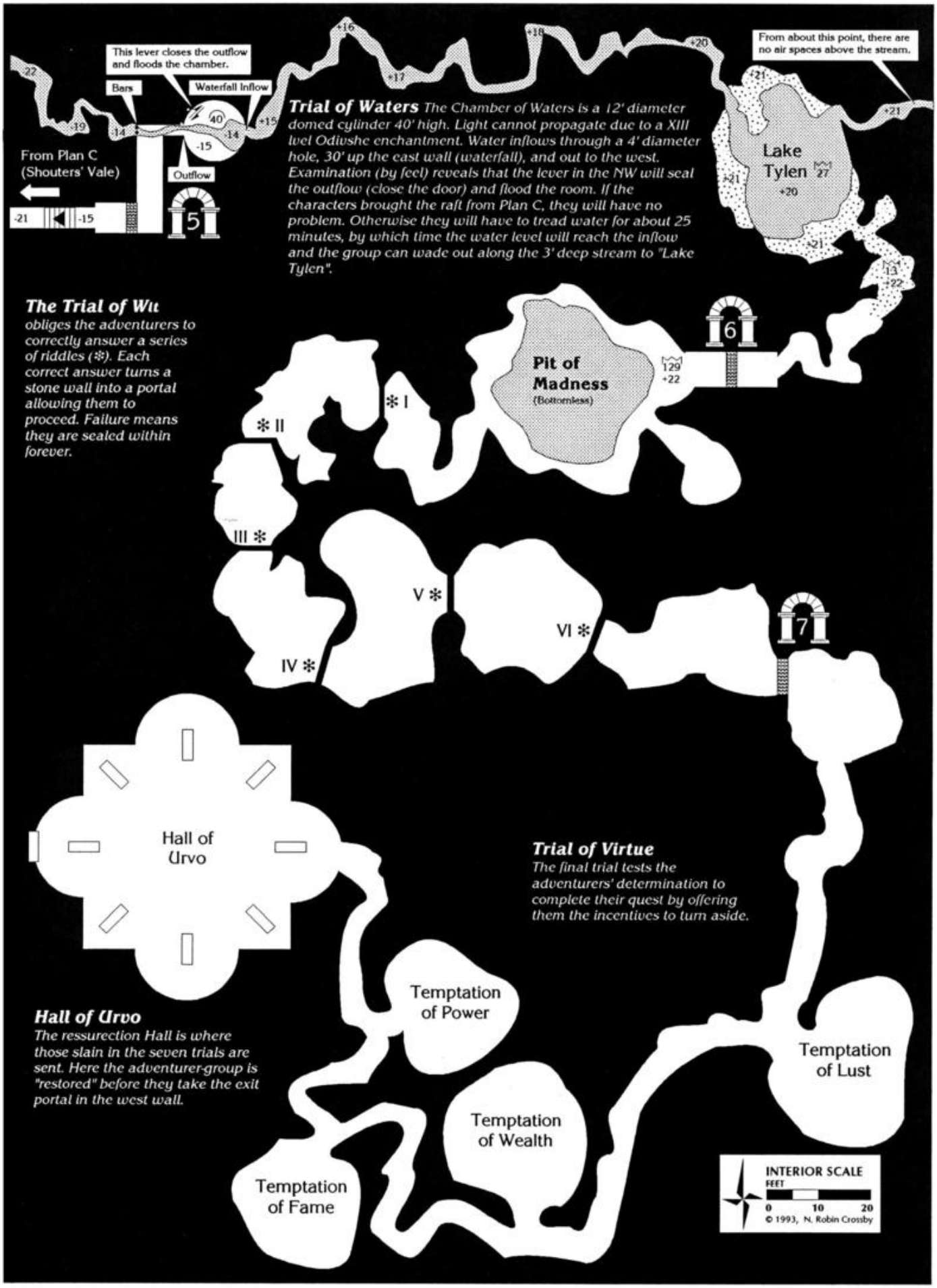
The Vale of the Raft

Once through Shouters' Vale, the path leads to another valley where a small lake is surrounded by a sandy beach. The group need merely walk around the lake to exit the Plan and reach The Gate of Water and Darkness.

A raft lies on the beach. It is of no immediate use (unless the group takes it in mind to go fishing). However, if they think to bring it with them to the Trial of Waters, it could be very useful indeed.

Note that a group with its wits about it, and with a reasonable knowledge of Pvarism, should at this point be anticipating the Trial of Waters (especially given the hint in Varax's scroll).

Shouter



Trial of Waters *The Chamber of Waters is a 12' diameter domed cylinder 40' high. Light cannot propagate due to a XIII lvel Odivshe enchantment. Water inflows through a 4' diameter hole, 30' up the east wall (waterfall), and out to the west. Examination (by feel) reveals that the lever in the NW will seal the outflow (close the door) and flood the room. If the characters brought the raft from Plan C, they will have no problem. Otherwise they will have to tread water for about 25 minutes, by which time the water level will reach the inflow and the group can wade out along the 3' deep stream to "Lake Tylen".*

The Trial of Wit *obliges the adventurers to correctly answer a series of riddles (✻). Each correct answer turns a stone wall into a portal allowing them to proceed. Failure means they are sealed within forever.*

Trial of Virtue *The final trial tests the adventurers' determination to complete their quest by offering them the incentives to turn aside.*

Hall of Urvo *The ressurection Hall is where those slain in the seven trials are sent. Here the adventurer-group is "restored" before they take the exit portal in the west wall.*

5 The Gate of Water and Darkness

The fifth gate portrays the rolling ocean in an abstracted design. A few drops of water open it.

Trial Of Waters

The *Chamber of Waters* is a twelve foot diameter room in the shape of a domed cylinder. Water enters the room from an opening thirty feet up the east wall and exits along the hallway by which the characters enter. Due to a XIII level Odivshe enchantment, light cannot propagate within the chamber.

Examining the room (by feel) the characters should discover a lever. Close examination of its mechanism may reveal that pulling the lever will cause a massive slab of rock to seal the west door, thereby closing the outflow and flooding the room. If the characters brought the raft from Map C (Shouter's Vale), the trial should be relatively easy. Otherwise, they will have to tread water. Depending on the current rate of inflow, the flooding water will reach the 28' level in 20 to 25 minutes. At this point, it becomes possible to exit through the inflow, and wade along the 3' deep watercourse to "Lake Tylen". Once the waters reach the top of the dome (not healthy for anyone in the chamber) the mechanism trips, the door reopens and the water escapes in a rush.

6 The Gate of Wit

The sixth gate is decorated with thousands of tiny letters, runes and symbols. It is opened by force of will (test 5xWill to open). Hidden (yet in plain view) within the jumble of letters is the following inscription·

Speak the answer, touch the key,
Let wit and truth thy shelter be.

The Six Riddles of Varax.

The trial consists of six chambers, each with no apparent way forward. On the wall of each there is an inscription consisting of a bas-relief of a small (non-removable) key, and a riddle.

By now the adventurers should have realized the Pvaric nature of the *Trials of Varax*. Having dealt with Air, Fire, Metal, Earth and Water in order, the Trial of Wit should be no surprise. The ordering of the riddles is at GM discretion.[4] When a person simultaneously touches the key and speaks the correct answer to the riddle, the inscription is replaced by a five foot circular hole in the wall. Someone who touches the key and speaks the *wrong* answer "freezes" into stasis and fades to nothingness in about ten seconds (such victims are lost to the quest).

This module offers six riddles (below). Each has as its answer a different Pvaric principle. The riddles may be used as they are, or the GM can compose his own.

I He drifts refresh'd where no man sees
His anger nor his fond embrace.
His fury topples aged trees,
But never may they see his face.

II His dancing fingers' kiss is pain,
Whose figures make the dance of death.
New passion springs where he hath lain
Survivors of the mountain's breath.

III His rigid bones held firm and deep,
His malice cut of man's dire need
To tear. They burn him from his sleep
In terror born of crafter's greed.

4 The standard order of Pvaric Principles is: Air, Fire, Metal, Earth, Water, Aura. This ordering is *not* recommended in this case as it would probably be rather too obvious. It should be noted that the ordering of the riddles will in large part determine the difficulty of the test. Players new to pvarism may not do well here.

IV The wise may feel her circles turn
And pay close heed to all they said.
Her breath enlivens all who earn
Her blankets wrapped about the dead.

V His violent surging mass brings doom
To those that live by mortal's breath.
And ever can he make fair room
For cold embrace and deeper death.

VI And when warm flesh has drunk its fill
Of all the powers' harsh release
Man-corp'real runs fleet and shrill
He lives forevermore in peace.

The correct answers are (at GM discretion) as follows: **I** Air or Wind; **II** Fire, Flame, etc.; **III** Metal, Iron; **IV** Earth (or perhaps Nature); **V** Water or the Sea; **VI** Aura, Spirit or Soul.[5]

The Gate of Virtue

At this point the trials depart from their pvaric nature for the final test. The seventh gate opens to a push.[6] It is carved with a picture of a maid on a unicorn.

The Trial of Virtue

The trial of virtue attempts to draw the adventurers from their quest by offering them some fairly attractive alternatives. In four side-caves, vividly attractive scenes tempt passersby. Accompanying each scene is the *knowledge* that the character will be rewarded in the manner portrayed. The GM may oblige each character to test 5xWil for each temptation or simply let them decide for themselves whether to turn aside. Any who turn aside may enjoy the pleasures until the quest is completed. See *Notes* right.

THE TEMPTATION OF LUST — The first chamber shows stunningly beautiful pleasure-slaves enticing the character(s) into their arms.

THE TEMPTATION OF WEALTH — A chamber filled with perhaps the greatest hoard of gold, gems, fine wines, silk, furs, ivory, etc., anyone has ever seen.

THE TEMPTATION OF FAME — A crowd of "well-wishers". A passerby realizes that to succumb to this temptation will make him one of the most famous and celebrated persons in the world.

THE TEMPTATION OF POWER — Offers a wide vista, a vision towns, villages, fields and forests and the knowledge that to succumb to the temptation will give one great political power, mastery of a substantial kingdom or principality

Hall of Urvo

Finally, they come to the Hall of Urvo where anyone who was killed during the trials is laid out on one of the marble slabs. After a few minutes the party will revive.

THE SILVER KEY — In the Hall of Urvo, the group will find a small silver key. If one of the characters was killed and is reviving, he might find it in his hand. If no one was killed, the group can find the key on the ground near the exit portal. This key fits the small silver boxes containing the Eyes, Tongue and Horn of Ikaras, but the boxes cannot be opened except in the presence of Ikaras.

Once they have revived (if necessary) and (hopefully) found the key, the group may exit through the godstone-like portal in the west. This takes them back to Vaden Tol (Varaxis) where the wind is about to blow...

NOTES AND GM OPTIONS

The special nature of Varaxis, that the whole thing is a dream, should be considered carefully.

TREASURE & SOUVENIRS — Normally, when one wakes up, any junk one has accumulated stays in sleepyland. The GM should consider the ramifications carefully before allowing the PCs to permanently accumulate anything other than knowledge from Varaxis.

INSCRIPTIONS — All of the inscriptions in the complex seem to appear in each character's best-known language and script. Illiterate characters may, At GM discretion, receive them telepathically.

THE TEMPTATIONS — The GM must decide how to deal with the temptations if and when one of the characters succumbs. They may be false promises, or they may be genuine. They may be real, but their realization may be twisted to remove any satisfaction. If the "wishes" are granted, it should be realized that the character has, in a sense at least, perhaps literally, "sold his soul" to Panaga.

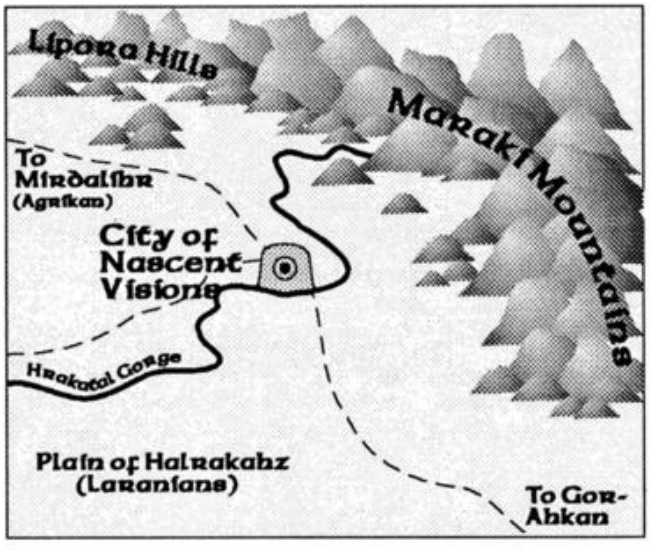
5 Riddle number six (Aura) will likely prove the most difficult and should probably appear fourth, fifth or sixth.

6 Option: the gate opens only to the push of a virgin.

LOCATION: *Yashain*[1] *(between the kingdoms of Larani and Agrik).*
STATUS: *Under siege and disputed.*
GOVERNMENT: *Hrak'arak-Dielvin (for now)*
POPULATION: *17,000*

Lying between the Yashainian realms of Agrik and Larani, the City of Nascent Visions has been fought over since its foundation some three thousand years ago. Almost constant warfare has kept the inhabitants more interested in personal survival than historical posterity, so little of the city's history has been recorded.

The city controls the only reliable bridge over *Hrakatal Gorge*, a sixty foot deep canyon virtually impassable to armies. When the Laranians hold the City of Nascent Visions, they easily sally into enemy territory and prevent the Agrikans from doing the same. At present, neither the Agrikans, nor the Laranians hold the city.



The city is abundantly endowed with catapults. Most are kept in pre-sighted positions guarding the bridge and south side of the canyon. The rest are deployed facing north, west, and east.

A significant fraction of the city is in ruins as a result of the wars. This is considered a normal situation. The masons have kept busy for as long as the city has stood.

1 Actually it is up to the GM where the city is located. See *Yashain* p.5

History

The city was originally built by Laranians as a monument to their goddess (and an outpost to help hold their northern marches); they conceived a planned city centered on a circular public area. Agrikans added the octagonal keep, and there have been many other changes over the years. The City has changed hands at least a hundred times.

The Concordance of Kaltrach

The Concordance of Kaltrach has existed between the Laranians and Agrikans for centuries. It began as a tacit agreement and was formally agreed some three centuries ago. The treaty provides that no magic shall be used for *military* purposes within five leagues of the city. It has been (more or less) adhered to by all sides.

Marsuk-Gandrak: The Vertical Siege

Perhaps the most deadly threat to the city comes from what locals call the *Vertical Siege*. About seventeen years ago, a ripple in the fabric of spacetime caused the underworld of Marsuk-Gandrak to shift (from wherever it then was) to a new position beneath the City of Nascent Visions. Marsuk-Gandrak is "home" to between three and four hundred V'hir, most of whom are of the eighth order *Vii* (see p.4). The "under-realm" is ruled by the V'hir-Prince Hestardis. Marsuk-Gandrak is referred to by the Laranians as the *Warren*.

The *Battle of the Cellars* occurred sixteen years ago while the city was last held by the Laranians. The Vii erupted into the city's basements, sewers and streets, slaying and destroying all who stood in their way. The Laranians were able to drive the underworlders back below, and even stand off a simultaneous attack from the Agrikan siege army, but the battle left the garrison so weakened that the next Agrikan attack was successful. The Laranians blame their loss of the city on the sudden and unexpected intervention of the Vii.

The Agrikans were able to make a treaty with the underworlders that has (except for numerous small violations) held for seventeen years. Part of the truce brought the Vii into the *Concordance of Kaltrach* (above). The relationship between surface-dwellers and the Vii is tense, and will probably remain so until another spacetime ripple solves the problem — or produces the next problem.

Hrak'arak-Dielvin

The city is tenuously held by Hrak'arak-Dielvin, an itinerant adventurer who arrived here some eleven years ago with no memory of his origins. He is substantially human, although his yellow eyes, pointed ears, scaly skin and forked tongue indicate other species in his background. He is a highly competent military and political leader.

When Hrak'arak arrived, the city was tenuously held by the Agrikan governor, *Nakrat* an extremely unpopular tyrant. Taking employment as a junior officer of the guard, Hrak'arak won rapid promotion.[2] Within a few years he had a position on the governor's staff and a large personal following among the assorted Dhirikri and other locals comprising the bulk of the governor's army. Six years ago, Nakrat was on an inspection tour with Hrak'arak when he carelessly fell from the battlements. In the confusion that followed, Hrak'arak achieved the position of *de facto* garrison commander, because he had the most support in the army (and the best preparation). After a year of consolidation, the new governor renounced his subservience to the provincial governor and executed or drove out any one who lacked the realism to recognize the new situation.

Since his rise to power, Hrak'arak-Dielvin has carefully and effectively consolidated his position. He is far less tyrannical than the former governor and the common Dhirikri like him, partly because of his appearance. He is generous to the Dhirikri, encourages trade, and promotes officers and officials for competence. Nevertheless, the Dhirikri are not known for their loyalty, and the city will probably never be a place of tranquil good-order. The numerous taverns and inns are always rowdy in the evenings, and often during the day.

An uneasy truce is holding. Neither the Agrikans nor the Laranians consider this part of the front particularly important. Hrak'arak-Dielvin has proclaimed his domain neutral ground, tolerant of all sides (although religious institutions are banned because Dielvin deems them fractious). Both Agrikans and Laranians come to town for recreation, and to spy on each other. Street brawls are common, although weapons must be checked at the gates. The "peace" is enforced by bands of impromptu citizen militia.

2 The city was under siege by the Laranians at the time.

The Laranian Army

The Laranians control the south side of Hrakatal Gorge, although their strength is barely sufficient to hold their own positions, let alone take the city.[3] The army numbers several hundred and is mostly human. (See *Humanity* p.3.)

The army is comprised of knights and other ranks, quite well-organized and efficient, but poorly equipped. The Laranians have a siege camp on the south side of the Gorge, and they patrol their side conscientiously.

The Agrikan Army

Agrikan patrols from Mirdalihr, the Agrikan provincial capital, cover the northern side of the Gorge quite thoroughly. These patrols vary from a hundred to several thousand men/creatures. There is a permanent siege camp[4] on the highway about a league northwest. The city has been attacked frequently from the north. Trade is permitted, although caravans are stopped, searched, and often subjected to extortion.

The present Agrikan field commander is named Ardis Melgofa. He is experienced in Yashainian campaigns, having "lived" in the region for centuries. However, he has a poor memory, and barely remembers that he was once a lieutenant of Lothrim the Foulspawner.

Hrak'arak-Dielvin

3 The Laranians will probably be the adventurers' first encounter on Yashain. They present an interesting GM development option, especially if the GM decides to insert a few European crusaders. Perhaps the army could even be led by Richard-*Couer-de-Leon*.

4 2,000-4,000 troops with wooden buildings, tents, a pallisade and earthworks.

Peoples of the Region

Seven intelligent species live in, under or near the City of Nascent Visions. Only the *Tumii* and the *Malakta* are native to Yashain, and mortal.[5]

Humanity

When they are killed, humans in this part of Yashain are usually reincarnated as adults in 2-200 days somewhere else. A knight fighting a campaign would consider death something of a failure, albeit an honourable one. Many of the knights in the Laranian army are recently dead (within the last century) and are still fighting their first Yashainian campaign. Most are from Kethira, but there are a few "gentlemen" who lived first on other worlds. There are also humans in the other armies.

Humans are not, however, a major force in this district. The Dhirikri tend to view humans with distrust, perceiving them as arrogant, religious fanatics. Their experience has been mostly with the humans in the Laranian army.

The Dhirikri (*dheer*-ih-kree)

The Dhirikri are satyr-like creatures with cloven hooves, horns, very hairy legs, and small, vestigial, webbed wings.[6] They have red forked tongues which are very mobile and sensitive to smell. Adult Dhirikri range from three and a half to four and a half feet in height. They wear no clothes and have leathery gray skin. When faced with dire stress a Dhirik teleports himself to safety; he has no control over the process and "lands" randomly.

The Dhirikri may be classed as weak demons. Many possess multiple psionic talents and quite a few dabble in magic. Mages of other species and worlds are able to summon the Dhirikri with spells.[7] Dhirikri who have their eyes, horn and tongue removed lose their free-will, and those who dabble in Dhirikri-summoning use this odd feature to control them. There are Dhirikri colonies on several worlds, but nowhere are they the majority.

A Dhirik can be of any moral inclination. There are Dhirikri on all sides in the conflict, but most dwell within the city proper, support Hrak'arak-Dielvin, and try not to become involved in the Agrikan-Laranian war. The Dhirikri tend to be irreverent with little sense of decorum and rarely any respect for institutions or individuals. They enjoy alcohol and are sexually *very* active.[8] Their reproductive system is something of a mystery. On rare occasions sexual partners become semi-corporeal, cease to resemble lifeforms, and merge physically into each other, forming a hard leathery lump. After a period of dormancy ranging from seventy to a hundred days, the merged individuals separate into adolescent twins (in *very* rare cases, triplets), each a new individual with attributes of both parents. The parents cease to exist. This pattern seems to provide for a stable population.

STR	17
END	13
DEX	10
AGL	10
SPD	10
EYE	11
HRG	12
SMT	13
INT	10
AUR	15
WIL	9
MOB	50
DGE	50
INI	60
FR	1

Three (randomly generated) Psionic Talents (usually active).
Shortsword 65/4ep; Buckler 60/1b; Unarmed 50/2b.
Natural Armour B7 E8 P6 F6 S7 T7 (Except Eyes)

Ikaras of the Dhirikri

The most powerful of the Dhirikri is named Ikaras, a mage of great renown among his people, who regard him as something just short of a god. Ikaras disappeared six years ago, about the time that Panaga began his mischief on Kethira. Various folk are looking for Ikaras: the Agrikans and Vii would like him restored to his people because this would provide a challenge to the leadership of Hrak'arak-Dielvin. Hrak'arak would like him dead. Ikaras is, of course, presently held captive by Panaga in the topmost level of Marsuk-Gandrak.

---

5 Because of Vaden Tol, and various other interworld transportation options, any of these species can appear in small numbers in Hurisea and/or other parts of Ketira. This is a GM development option.

6 Those of you who have read *The Staff of Fanon* may recognize Hadil as a Dhirikri (see SOF: *Nevara* p.13).

7 This can be annoying for the Dhirikri, since they often cannot find their ways home.

8 Some estimates have Dhirikri indulging in sexual acts several dozen times daily, when possible. (This may be the origin of the word "horny".)

The Vii (*vee*-eye)

The Vii are the lowest of eight orders in the Agrikan demon hierarchy (the V'hir). About 260 dwell in Marsuk-Gandrak and serve their master, Prince Hestardis (himself a Fifth Order V'hir). The Vii resemble the greater V'hir, but are only four to five feet tall and far weaker. They are a nocturnal and/or subterranean race, with little or no need for sustenance. There are also V'hir of the seventh and sixth order in Marsuk-Gandrak. Hestardis' eight lieutenants are of the sixth order; of these, Panaga is the most powerful, cunning and ambitious.

STR	9
END	8
DEX	10
AGL	11
SPD	11
EYE	13
HRG	11
SMT	10
INT	8
AUR	8
WIL	6
MOB	55
DGE	55
INI	56
FR	1

Light Mace 70/5b; Whip 65/3b; Buckler 60/1b.
Natural Armour: B6 E5 P4 F5 S5 T5. (Except Eyes)

The Tumii (*too*-mee-eye)

A rare race of barely-intelligent burrowers. The Tumii eat carrion, but can remain dormant for decades. Their habit is to rest just below the surface of the earth, barely alive until a meal presents itself. Sometimes they work their ways through graveyards, which they presumably view as cafeterias. Occasionally, however, one runs "amok" and tries to create carrion. Weighing nearly a ton, a Tumi-amok, with its stone hard claws and teeth is a frightening encounter. The Tumii are also hazardous to those who dwell below the city.

STR	40
END	32
DEX	1
AGL	1
SPD	3
EYE	1
HRG	3
SMT	9
INT	2
AUR	1
WIL	8
MOB	15
DGE	5
INI	15
FR	0

Claws 30/10p; Bite 35/10t; Tail 30/10b.
Natural Armour: B20 E15 P7 F6 S25 T15 (Except Eyes)

The Lekeretri (leka-*rett*-ree)

A race of other-plane ethereals that appear on Yashain as faintly perceived "clouds of light". Few locals know the Lekeretri for what they are, assuming them to be natural phenomena, like dust devils or mirages brought on by questionable beverages. The appearance of a Lekeretri invokes vivid illusions among witnesses.[9] The higher the observer's Aura, the more dramatic the effect.

The Lekeretri have been trying for centuries, without success, to establish a dialogue with the material creatures of this plane. They have powerful psionic powers, but rarely use them on Yashain. Because of the large amounts of energy they must expend to remain on Yashain, Lekeretri rarely manifest for more than a few minutes.

The Lekeretri also manifest in the Jarind Burial Grounds at Hlen/Varaxis thereby confusing the issue further.

The Banshori (ban-*shore*-ree)

Short humanoid traders. Banshori caravans, (with Malakta escorts) dominate local trade. Banshori have large ears and seem bent over, although this is their natural posture. Banshori honour revolves around profit and clan welfare. Reputation is viewed as an asset, vital to successful commerce; so Banshori keep their agreements.

STR	9
END	9
DEX	10
AGL	12
SPD	11
EYE	9
HRG	9
SMT	9
INT	10
AUR	9
WIL	9
MOB	55
DGE	55
INI	60
FR	2

Shortsword 65/4ep; Buckler 65/1b; Whip 50/1b.
The Banshori typically wear Superior Light Armour
Many (60%) have enchanted weapon(s) and/or armour.

[9] The City of Nascent Visons is so named because of the frequent appearances of Lekeretri and the reactions they invoke as they attempt to communicate.

The Malakta (Mah-*lak*-tah)

A warrior folk from the Maraki Mountains. The Malakta earn their livings as mercenaries. They try not to serve masters who are likely to conflict with each other. Locally, the Malakta serve the Banshori (who are best able to pay them). The Malakta have amazing reflexes. They are man-sized with tough exo-skeletons, long, retractable claws and a determination that encourages most potential opponents to choose negotiation over conflict. It was a stray Malak that, after wandering through Vaden Tol to Hlen, dispatched the great "beast-hunter" Kasvalon. Fortunately for the other local races, the Malakta have no interest in imposing their wills on others. They are soft-spoken and polite, but when they consider that action is necessary, they are fast and deadly. The Malakta have a highly developed sense of honour and their service as mercenaries away from their mountain fastnesses is part of a complex, coming-of-age ritual.

STR 12
END 13
DEX..... 17
AGL..... 17
SPD 17
EYE..... 13
HRG..... 11
SMT..... 12
INT 10
AUR.....8
WIL..... 13
MOB..... 85
DGE..... 85
INI..... 95
FR.....1

Bastardsword 85/6e; Shortsword 85/4ep; Buckler 80/1b; Unarmed 90/3bept.

Natural Armour: (except face) B8 E10 P9 F9 S8 T9

Encounters

This supplementary table is provided to help determine the species of intelligent encounters in the vicinity of the City of Nascent Visions. Reasonable activities for each of the races may be determined from the description of each. For the most part, standard encounter tables are applicable.

INSIDE	OUTSIDE	BELOW	ENCOUNTER
01-05	01-20	01-05	Humans
06-84	21-30	06-20	Dhirikri
85	31-32	21-75	Vii
86-89	33	76-85	Lekeretri
90	34-35	86-90	Tumii
91-99	36-95	91-99	Banshori
00	96-00	00	Malakta

INSIDE — within the walls of the City.
OUTSIDE — in the countryside near the City.
BELOW — in the underworld beneath the City

Yashain

The fact that Yashain is a magic-enhanced world may at GM discretion, be detectable by successfully testing 4xAura. In/near the City of Nascent Visions, the auras of living things are more visible. As a general rule, if the observer's and object's auras add up to 20 or more, the aura is visible.

Spells and psionic talents should work better on "magic strong" Yashain. There are several methods for handling this:

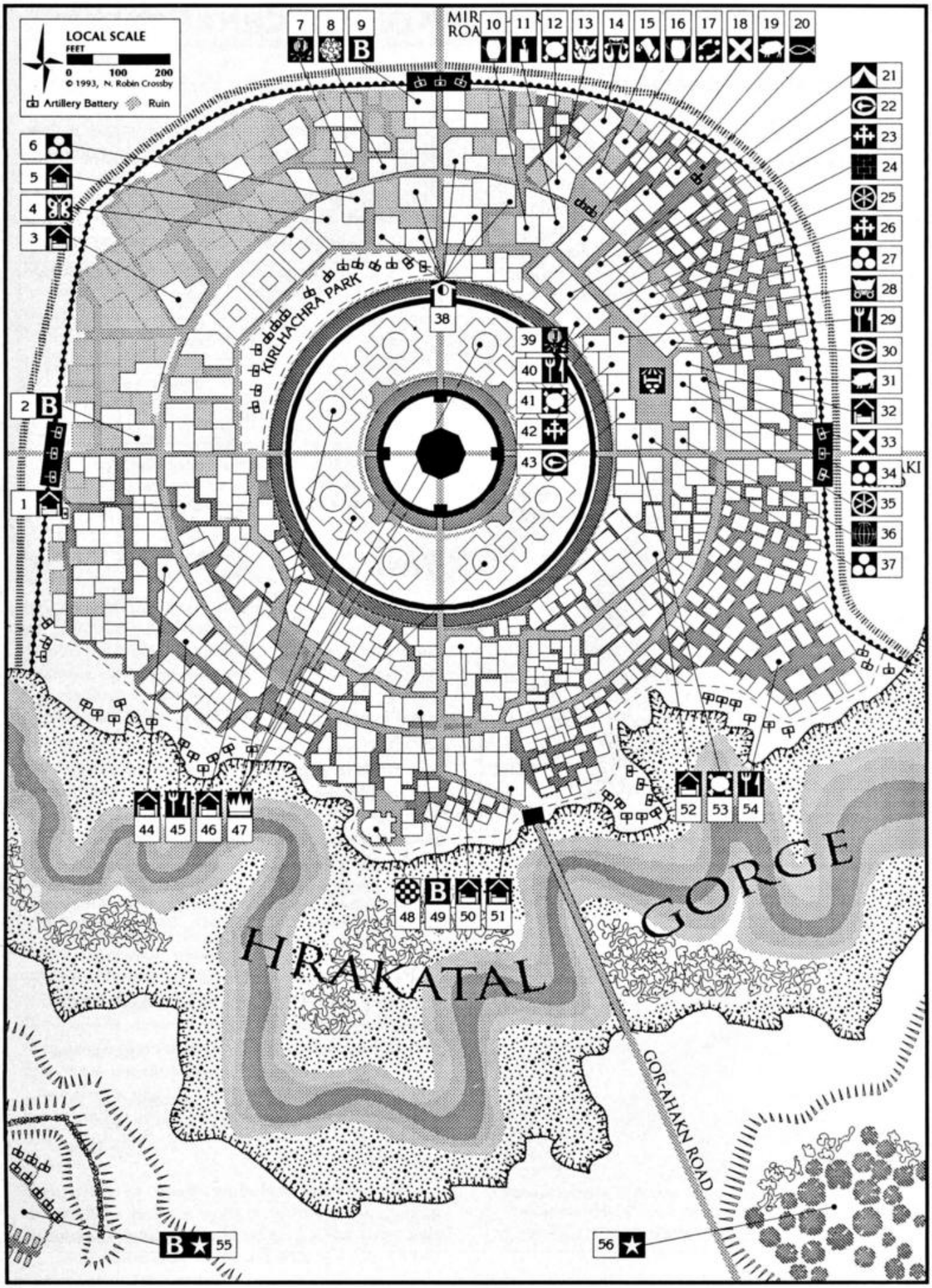
- Adjust Mastery Level by averaging it with 120. Hence, if a ML on Kethira is 40 the ML on *Yashain* would be 80.
- If this seems too complex, simply add ten to each spell/talent ML.
- Increase spell effects (or duration) and/or misfire effect(s) by 50%. This is probably the most *interesting* method.

The maximum EML (for anything) remains 95. Any skill/talent/spell development rolls will ignore this modification. A PC casting a spell, using a talent, etc., may be informed of the enhancement (or not at GM discretion) the first time it is encountered.

All profiles, including those of Yashainian natives, are complied to show attributes/abilities *as they would be on Kethira*. Hence, native Yashainians should also be subject to these modifications.

CITY OF NASCENT VISIONS 6

GM Local Map



BUSINESS DATA: the data provided for each establishment are:

BUSINESS TYPE: SIZE/QUALITY/PRICING

BUSINESS TYPE indicates the type of work done at the establishment. SIZE is the number of persons typically engaged in the occupation (this may vary by season etc.); The QUALITY of goods/services is measured on a scale of 1 to 5 stars (☆) with 3 being average; PRICING or rate structure runs: Low (80-90% of normal prices), Average (90-110%), High (110%-130%) or High+ (130%+).

Dhirikri craftsmen sometimes use minor magic and/or psionics in their work; this may produce intersting goods and services.

Most of the population is Dhirikri, but there are significant human and Banshori minorities. While most businesses cater to all-comers, there are a few exceptions. The following symbols indicate the species of the owner/operator:

● Human ✚ Banshori ✧ Dhirikri

---

1 **THE DRAGON'S BREATH** (Arke Malak ✧)
Inn: 17/☆☆☆/Average

2 **MERCANTYLER/USURER** (Uru Nath ✚)
Mercantyler: 8/☆☆☆/Low

3 **THE HEADLESS HAG** (Rodil Avator ●)
Inn: 20/☆☆☆/Average

4 **THE DREAMER'S EYE** (Meles Harata ●)
Courtesans: 14/☆☆☆☆/High
Both human and Dhirikri ladies are available.

5 **THE TWISTED SWORD** (Hantris S'ai ✧)
Inn: 20/☆☆☆/Average

6 **MERCANTYLER/USURER** (Rodil Avator ●)
Mercantyler: 15/☆☆☆/Average
Rodil has a touch of gamblamania, and his luck has been poor lately. Having borrowed heavily (and covertly) from his clients, he is horribly over-extended and growing quite desperate.

7 **APOTHECARY** (Serdis Evar ✧)
Apothecary: 3/☆☆☆☆/Average

8 **PERFUMER** (R'lan Seltoth ✚)
Perfumer: 6/☆☆/Average

B 9 **BARRACKS OF THE NORTH WATCH**
There are generally at least three companies of light foot militia stationed here at any time.

10 **POTTER** (Yeln Louten ✧)
Potter: 7/☆☆☆/Average

11 **CHANDLER** (Daymin Taag ✚)
Chandler: 4/☆☆/Average
Daymin handles stolen goods in his "general store" and has had several run-ins with the law.

12 **CLOTHIER** (Hant Belorth ✧)
Clothier: 18/☆☆☆☆/Average
Poorer Dhirikri go naked and most wealthy ones wear only a few ornamental accessories. Hant is the only Dhirikri clothier in town. Of necessity, he also caters to humans and Banshori.

13 **CHARCOALER** (Tarvena Alem ✧)
Charcoaler: 10/☆☆☆/Average
Firewood can be hard to come by in the City. Tarvena has a woodcutting operation several leagues east and does a good business.

14 **HIDEWORKER** (Julo Geld ✧)
Hideworker: 6/☆☆☆/Average

15 **LEXIGRAPHER** (Kalsar Pientru ✧)
Lexigrapher: 5/☆☆☆/Average

16 **POTTER** (Jan Aragon ●)
Potter: 3/☆☆☆/Average

17 **TRADING HALL** (✚)
An exclusive trade centre for mercantylers only. Most of the members seem to be Banshori. The hall also serves as a hostel and social club.

18 **SALTER** (Irdol Maak ✧)
Salter: 7/☆☆☆/Average

19 **BUTCHER** (Lenpora Sym ●)
Butcher: 3/☆☆☆/Average

20 **FISHMARKET**
The arrival of Marsuk-Gandruk made access to the river rather more difficult. Enterprising vendors do, however, manage to get fish from somewhere, probably by arrangement with the Vii.

21 **TENTMAKER** (Anvar Elkrat ✧)
Tentmaker: 16/☆☆☆/Average
Anvar does a good business selling tents and pavilions to both armies.

22 **METALSMITH** (Sadath Milkorin ✧)
Metalsmith: 5/☆☆☆/Average

23 **WEAPONCRAFTER** (Oris Hanam ●)
Weaponcrafter: 8/☆☆☆/Average

24 **MASON** (Karta Magan ✧)
Mason: 16/☆☆☆/Average

25 **WOODCRAFTER** (Esus Ritis ✧)
Woodcrafter: 12/☆☆☆/High

26 **WEAPONCRAFTER** (Noani Ridh ●)
Weaponcrafter: 5/☆☆☆/Average

27 **MERCANTYLER/USURER** (Label Tukur ✚)
Mercantyler: 7/☆☆☆/Average

28 **TEAMSTER** (Himiza Alm ✚)
Teamster: 40/☆☆☆/Average

29 **COOKSHOP** (Fahnia Kadok ●)
Cookshop: 8/☆☆☆/Average
Many buildings in the City have no cooking facilities. Local residents use the wide assortment of cookshops (resturants) from choice and of necessity.

30 **METALSMITH** (Korl Vian ✧)
Metalsmith: 5/☆☆☆/Average

31 **BUTCHER/PIE SHOP** (Tol Svyn ✹)
Butcher & Pie Shop: 5/☆☆☆/Average
Those who cannot afford the cookshops, or who simply want a change, may avail themselves of Tol's extensive menu of meat and other pies.

32 **THE RED CLOUD** (Margo Beleth ✧)
Inn: 13/☆☆☆/Average

33 **SALTER** (Mortil Esda ✧)
Salter: 9/☆☆☆/Average

34 **MERCANTYLER/USURER** (Saral Oka ✤)
Mercantyler: 14/☆☆☆/Average

35 **WOODCRAFTER** (Helan Sohl) ✧)
Woodcrafter: 20/☆☆☆/Average

36 **CARTOGRAPHER** (Eramu Syn ✧)
Cartographer: Size:2/☆☆☆☆/High+

37 **MERCANTYLER/USURER** (Hladis K'vat ✤)
Mercantyler: 16/☆☆☆/High+
Hladis specializes in high-risk ventures; consequently his rates are the highest in town.

BH 38 **WAREHOUSES**
There are no hawking or bonding fees and no government bonding house in town. Most warehouses are owned by mercantylers/usurers.

39 **APOTHECARY** (Aton Saeth ✧)
Apothecary: 8/☆☆☆/Average

40 **COOKSHOP** (Ulya Zheld ✧)
Cookshop: 3/☆☆☆/Average

41 **CLOTHIER** (Alec MacGreggor ✹)
Clothier: 5/☆☆☆☆☆/High+

42 **WEAPONCRAFTER** (Arl Synem ✧)
Weaponcrafter: 4/☆☆/Average

43 **METALSMITH** (Vinsel Angoh ✧)
Metalsmith: 6/☆☆☆/Average

44 **THE GLOVE AND FISH** (Ryn Kelapen ✹)
Inn: 7/☆☆☆☆/Average

45 **COOKSHOP** (Etan Krohger ✧)
Cookshop: 2/☆☆☆☆☆/Average
Etan is the best cook in town. Only her sour disposition keeps her establishment from bursting at the seams.

46 **THE BELL AND HAMMER** (Artem Isengar ✧)
Inn: 21/☆☆☆/Average

47 **GOVERNMENT BUILDINGS**
The octagonal keep, originally built by the Agrikans, is the official residence and workplace of the governor and his inner circle. The other buildings are:

NW: ***The Palace of Gray Endeavours*** — Intelligence Service with some vague administrative functions. The Palace houses a three company security force, and a small prison. The Minister is a fat Dhirikri named Ogas.

NE: ***The Palace of Treasures*** — The city treasury also has its own three company secury force. The Minister of the Exchequer is called Sorodo.

SE: ***The Palace of War*** — Barracks and armoury of the city guard. The Minister of War is named Haplo. He has a hundred regulars and several hundred militia under his command. Many are stationed nearer the gates. When the city is attacked, all able-bodied citizens are required to report for military duty.

SW: ***The Palace of State and Protocol*** — The main administrative Ministry and official residence of Chancellor Kalar'hran (Hrak'arak's chief minister). This building is used for state/ceremonial occasions and most administrators work here.

48 **TEMPLE OF LARANI** (Atan Helarin ✹)
Atan was a Melderyni religious fanatic killed in the *Solora Crusade*. The government has officially closed all temples because Hrak'arak deems them politically and culturally divisive, but Atan refuses to give up his church. The building is falling down, and intermittently watched by the Security Service; few adherents risk coming here.

B 49 **SOUTHGATE BARRACKS**
Usually home to about two companies of foot, one militia one regular.

50 **THE FIRE AND SPOON** (Lelpris Enat'hrak ✧)
Inn: 8/☆☆☆☆/Average
Known for its powerful local spirit, *Lakatak*

51 **THE LAMP AND LADLE** (Sotor Anai ✤)
Inn: 15/☆☆☆☆/High

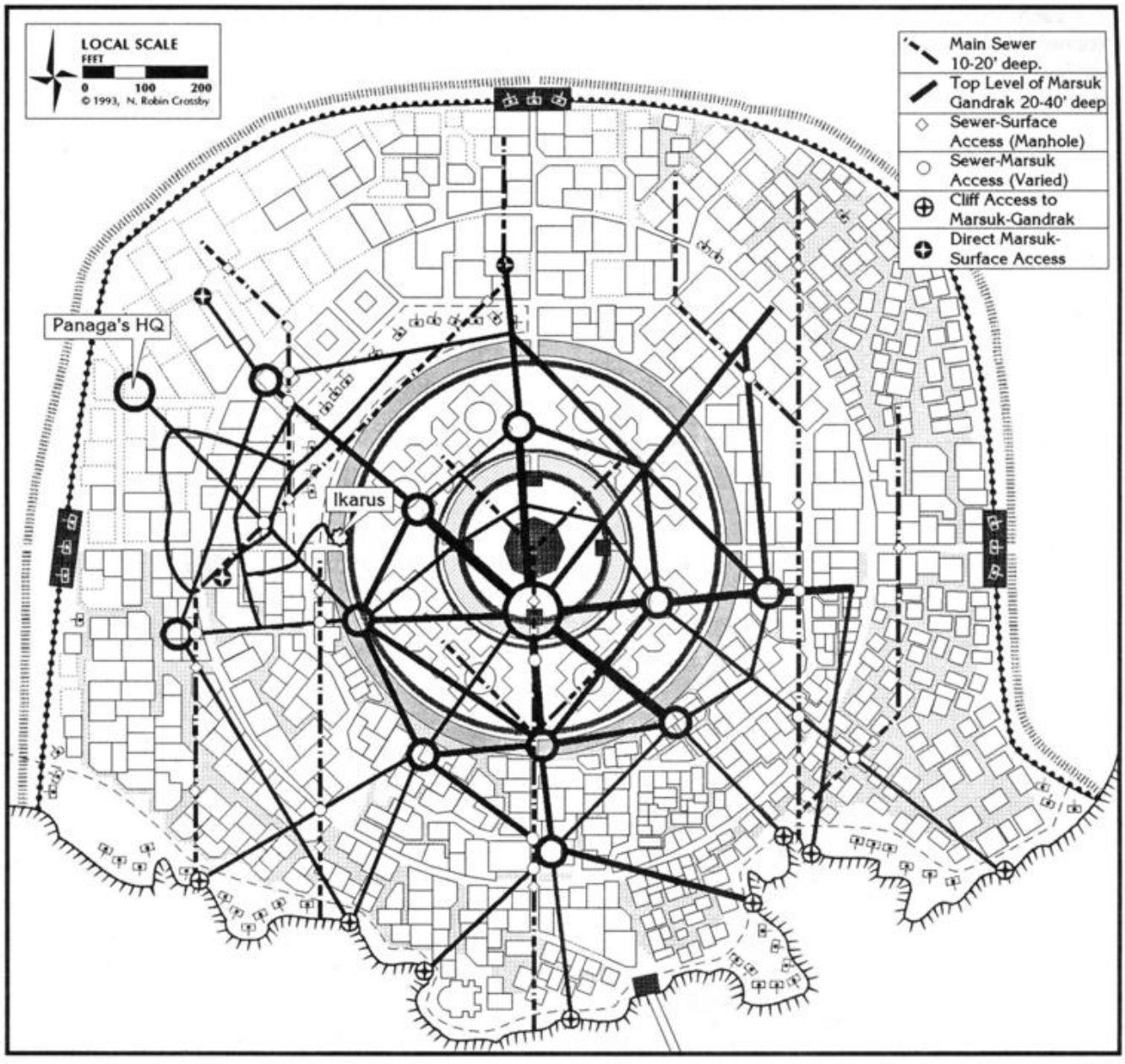
52 **THE FLYING BOAT** (Garit Yrel ✧)
Inn: 12/☆☆☆/Average
The tavern obtained its name from an incident many years ago: an obnoxious fisherman came into the tavern demanding help to get his new skif launched on the Hrakatal River. No one cared to help, but he kept coming back. Eventually, the patrons grew so tired of him that they carried the boat to the cliff and threw it over. Some versions of the story have the owner strapped to his boat at the time, the boat landing on the river or the rocks at the foot of the cliff, etc. The sign outside the door has the owner in the boat desperately flapping his arms.

53 **CLOTHIER** (Arlidor Harpra ✹)
Inn: 17/☆☆☆☆/Average

54 **COOKSHOP** (Uldan Mesori ✧)
Cookshop: 4/☆☆☆/Average

B★ 55 **LARANIAN SIEGE CAMP**
For information on the Laranian army and its siege camp, see pp 2 & 3

★ 56 **VADEN TOL**
See separate article *VADEN TOL*.



Marsuk-Gandrak originated as an underground shelter, on or near Losenor (?) about 16,000 years ago. About a thousand years after its construction, some gargantuan cataclysm severed its links with its universe, and Marsuk came "unstuck in space-time". Since then, the complex has been "slipping" between worlds, from one universe to another, at unpredictable, irregular intervals.

Demons of Agrik discovered the complex some three centuries ago, and a fairly low-order colony was established. Presumeably, the demons were surprised when Marsuk-Gandrak shifted about 180 years ago, but they have managed to maintain their colony through that and two subsequent shifts. The next shift might occur centuries or minutes from now (perhaps while the PCs are inside?).

Originally, Marsuk-Gandrak consisted of the six lower levels. Levels one and two are added by the demons at each new world. They are lost, left behind, along with anyone who happens to be there, each time the complex moves.

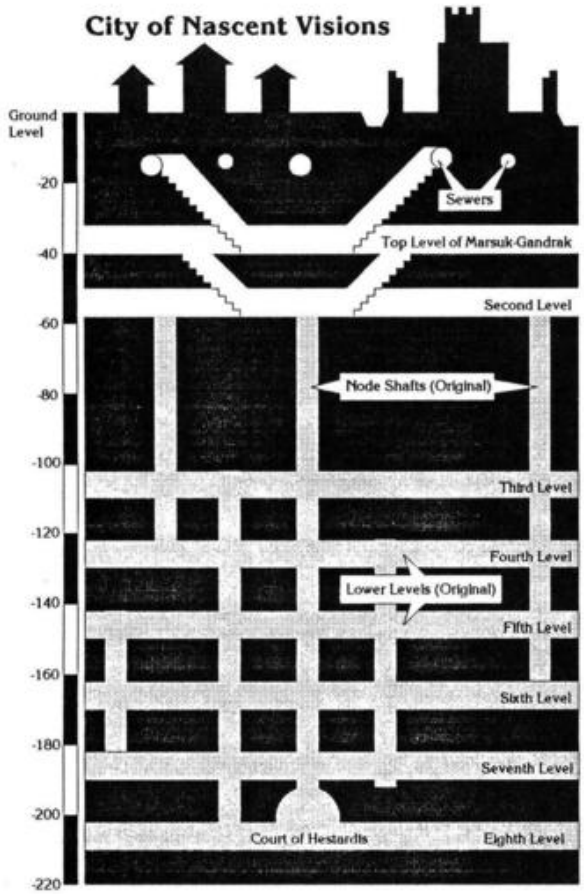
The three topmost levels are uninhabited. They serve as a buffer zone between the surface-dwellers and the underworlders.

Panaga is "constable" of the two topmost levels. His headquarters are in the west near the prison where Ikaras is kept.

Each level of the complex consists of nodes connected by tunnels. Nodes vary in size, but each contains a large, disused vertical shaft and two smaller staircases. The central node is the largest and its shaft and staircases are the only ones that reach all levels.

Each node on the topmost layer also contains two Vii guards. If enemies are sighted, one or both guards will give the alarm by running towards Panaga's HQ. When a runner reaches a node, the guards there will act as a relays while the original runner(s) turn to delay any pursuers. If a Vii escapes the intruder(s), the alarm should reach Panaga's HQ within five minutes at most. This is how it should work in theory. In practice, the Vii are undisciplined and, sometimes, prone to "discretion". Guard pairs are almost as likely to flee a strong party or attack a weak one.

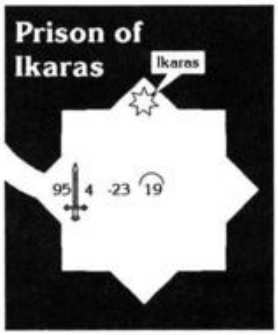
Panaga's HQ exdends onto levels two, three and four, but accesses from the HQ to the rest of the levels are all sealed off. Hence, the headquarters can only be reached from level one. Barracks for the Vii under Panaga's command are located on level four.



The second level (sixty feet deep) has eight exits to the floor of Hrakatal Gorge. At night, the Vii sometimes fish the river. Meeting discretely in the northeast quarter, or in the sewers, they trade the fish they catch to city fishmongers.

Prison of Ikaras

Ikaras is rendered helpless and will-less by the absence of his eyes, tongue and horns. He simply stands near the wall of his "prison". Sometimes the Vii guards amuse themselves by throwing spitballs at him.



The prison chamber is an eight-pointed star, and has a nineteen foot domed ceiling.

Guards are supposed to remain alert near the exit (west), but after an hour on watch, they tend to get rather lax. Two (or more) may be napping.

Once the guards are dealt with, the PC group can complete their quest. The two silver boxes the PCs found at Nevara and Kiraz are opened with the silver key they obtained at Varaxis, but they can only be opened within about ten feet of Ikaras. Once the boxes are opened the PCs may extract the eyes, tongue and horns and put them back where they belong. Each item will be re-assimilated: skin will smoothly grow back as the group watches and all sign of injury around the formerly missing organ will fade. When an eye is inserted, Ikaras will close that eye.

As soon as the first item is inserted, Ikaras will shudder, almost imperceptibly. He will become slightly more agitated as additional parts are restored. When all are where they should be, Ikaras will shudder hugely and open his eyes. He will be rather angry, but not necessarily at the PCs. See *PLOT*.

HÂRNMASTER

CHARACTER PROFILE (NPC)

Kyman Pelstrom

Governor of Hlen

BIRTH

Species/Sex:	Human/Male
Birthdate:	673-Nuzyeal-9
Sunsign:	Ulandus
Birthplace:	Mutilheim-Jarenmark
Parent Occ.:	Clanhead
Sibling Rank:	3 (of 6)
Estrangement:	72 (Popular)
Clanhead:	Father

MEDICAL

14" scar (elbow to wrist) on right forearm.

APPEARANCE

Height:	5'11" (71")
Frame:	Average
Weight:	167 (195)
Complexion:	Fair
Hair Colour:	Blonde(-Gray)
Eye Colour:	Blue
Comeliness:	14 (Hands-

PHYSICAL

Strength:	15
Endurance:	17
Dexterity:	13
Agility:	15
Speed:	12
Eyesight:	11
Hearing:	10
Smell/Taste:	11
Touch:	13
Voice:	12

PERSONALITY

Intelligence:	12
Aura:	13
Will:	11
Morality:	11
Psyche	
None.	
Deity:	Sarajin
Piety:	67

PHYSICAL SKILLS

Climbing	16/65
Jumping	14/68
Stealth	14/79
Throwing	13/65
Swimming	11/54

COMBAT SKILLS

Unarmed	16/71
Dagger	13/63
Battleaxe	14/107
Broadsword	14/94
Spear	14/89
Roundshield	15/97
Shortbow	12/83

COMMUNICATION

Awareness	11/92
Intrigue	12/85
Oratory	13/51
Rhetoric	12/59
Ritual (Sj)	12/12
Singing	11/43
Lovecraft	13/75

LANGUAGES/SCRIPTS

L/Ivinian	11/94
L/Harbaalese	11/91
L/Quarph	11/22
L/Shorka	11/22
L/Altish	11/11
S/Runic	12/98
S/Lakise	12/86

PSIONIC TALENTS

LORE/CRAFT SKILLS

Cartography	12/21
Fletching	13/45
Foraging	13/48
Hideworking	13/29
Horsecraft	13/48
Mathematics	12/35
Physician	13/32
Piloting	12/39
Survival	13/64
Tracking	16/49
Weaponcraft	14/32
Weatherlore	13/68

SPELLS

NOTES

Encumbrance		11
Fatigue		
Injuries/Location	**HR**	**IP**
Bloodloss		
PHYSICAL PENALTY		
ENDURANCE INDEX		

Special Penalties

MOBility (SPDx5)	60
DodGE (AGLx5)	75
INItiative	97
Fatigue Rate (Load/END)	5

LOAD	Weight
Weapons	27.00
Armour/Clth.	59.40
Miscellaneous	5.00
Total	**91.40**

WEAPONS	Wgt	QI	A/D	B/E/P
Hvy. Battleaxe	7.50	16	4/2	08/11/na
Hvy. Broadsword	3.75	16	3/2	04/06/04
Hvy. Spear	6.25	15	4/2	05/na/09
Roundshield	6.00	16	1/R	02/na/na
Dagger	1.00	14	1/1	02/03/04
Hvy. Shortbow	2.50	14	-/-	na/na/08

ARMOUR/CLOTHING Size/Factor: 7/1.1

Superior Mail Hauberk,
Short Quilt Gambeson,
Leather Leggings,
Long Quilt Cowl,
Mail Cowl,
Plate Scull.

ARMOUR ANALYSIS

SKULL	16/21/15	14/11/19
EYES	00/00/00	00/00/00
FACE	00/00/00	00/00/00
NECK	09/11/07	08/05/10
SHLDRS	10/13/10	09/06/12
U-ARMS	10/13/10	09/06/12
ELBOW	00/00/00	00/00/00
F-ARMS	00/00/00	00/00/00
HANDS	00/00/00	00/00/00
THORAX	10/13/10	09/06/12
ABDMN	10/13/10	09/06/12
HIPS	12/17/13	13/07/15
GROIN	12/17/13	13/07/15
THIGHS	12/17/13	13/07/15
KNEES	02/04/03	04/01/03
CALVES	02/04/03	04/01/03
FEET	02/04/03	04/01/03

HÂRNMASTER

CHARACTER PROFILE (NPC)

Mara Pelstrom

Lady of Hlen

BIRTH

Species/Sex:	Human/Female
Birthdate:	683-Peonu-28
Sunsign:	Aralius
Birthplace:	Mutilheim-Jarenmark
Parent Occ.:	Freeholder
Sibling Rank:	2 (of 3)
Estrangement:	75 (Popular)
Clanhead:	Father

MEDICAL

7" scar on front, lower abdomen. Left-handed.

APPEARANCE

Height:	5'9" (69")
Frame:	Light
Weight:	141
Complexion:	Fair
Hair Colour:	Dark Blonde
Eye Colour:	Blue-Gray
Comeliness:	17

PHYSICAL

Strength:	11
Endurance:	10
Dexterity:	12
Agility:	13
Speed:	10
Eyesight:	11
Hearing:	11
Smell/Taste:	13
Touch:	15
Voice:	15

PERSONALITY

Intelligence:	12
Aura:	16
Will:	8
Morality:	13
Psyche:	None
Deity:	Sarajin
Piety:	34

PHYSICAL SKILLS

Climbing	14/63
Jumping	11/51
Stealth	12/61
Throwing	11/51
Dancing	16/67
Swimming	11/47

COMBAT SKILLS

Unarmed	12/36
Dagger	13/43
Spear	13/47
Roundshield	12/41
Shortbow	13/67

COMMUNICATION

Awareness	12/73
Intrigue	12/51
Oratory	15/43
Rhetoric	12/52
Ritual (Sj)	14/14
Singing	14/63
Lovecraft	16/83
Flute	13/43

LANGUAGES/SCRIPTS

L/Ivinian	9/85
L/Harbaalese	9/80
S/Runic	11/81

PSIONIC TALENTS

Healing	13/-
Medium	13/-
Psycometry	13/-
Telepathy	13/-

LORE/CRAFT SKILLS

Agriculture	12/24
Horsecraft	13/59
Fletcher	14/31
Foraging	14/55
Herblore	15/29
Physician	14/67
Survival	13/43
Tracking	16/57

SPELLS

NOTES

Mara died two years ago. Since then her body has been occupied by a succubus-like entity called ***Kilathtras,*** who is even lustier than was Mara (a notable achievement). The new entity's physical attributes are three points less than Mara's. Hence, where Mara's Strength is 11, the imposter's is 8, and so on. Kilathtras' personality attributes are her own: INT 11; AUR 16; WIL 10; MOR 4. Psionic Talents shown as dormant for Mara are active to SB4 for Kilathtras. The succubus very much enjoys her sojourn in Mara's body, but is unfamiliar with human ways. This is one reason why Panaga keeps Mara's spirit hostage in the sphere at Varaxis.

Encumbrance		10
Fatigue		
Injuries/Location	**HR**	**IP**
Bloodloss		
PHYSICAL PENALTY		
ENDURANCE INDEX		

Special Penalties

MOBility (SPDx5)	50
DodGE (AGLx5)	65
INItiative	59
Fatigue Rate (Load/END)	5

LOAD	Weight
Weapons	14.00
Armour/Clth.	30.50
Miscellaneous	5.00
Total	**49.50**

WEAPONS	Wgt	QI	A/D	B/E/P
Spear	5.00	14	4/2	04/na/07
Roundshield	6.00	16	1/R	02/na/na
Dagger	1.00	14	1/1	01/02/04
Shortbow	2.00	14	-/-	na/na/06

ARMOUR/CLOTHING Size/Factor: 6/1.0

Quilt Gambeson,
Ring Shirt,
Short Quilt Cowl,
Plate Halfhelm,
Leather Calf Boots

ARMOUR ANALYSIS

SKULL	13/13/11	11/09/12
EYES	00/00/00	00/00/00
FACE	00/00/00	00/00/00
NECK	06/03/02	05/03/03
SHLDRS	09/08/05	09/05/07
U-ARMS	09/08/05	09/05/07
ELBOW	00/00/00	00/00/00
F-ARMS	00/00/00	00/00/00
HANDS	00/00/00	00/00/00
THORAX	09/08/05	09/05/07
ABDMN	09/08/05	09/05/07
HIPS	06/08/05	09/05/07
GROIN	09/03/02	05/03/02
THIGHS	09/03/02	05/03/02
KNEES	00/00/00	00/00/00
CALVES	02/04/03	04/01/03
FEET	02/04/03	04/01/03

HÂRNMASTER

CHARACTER PROFILE (NPC)

Hrak'arak-Dielvin

Governor of the City of Nascent Visions

BIRTH

Species/Sex:	Unique/Male
Birthdate:	653-Larane-5
Sunsign:	Angbrelius/Ahnu
Birthplace:	Unknown
Parent Occ.:	Unknown
Sibling Rank:	Unknown
Estrangement:	Unknown
Clanhead:	Unknown

MEDICAL

Appearance: Pointed Ears, Scaly Skin, Forked Tongue.
Left Handed.

APPEARANCE

Height:	5'10" (70")
Frame:	Light
Weight:	146
Complexion:	Fair
Hair Colour:	Brown
Eye Colour:	Yellow
Comeliness:	16

PHYSICAL

Strength:	12
Endurance:	15
Dexterity:	15
Agility:	17
Speed:	14
Eyesight:	12
Hearing:	10
Smell/Taste:	11
Touch:	12
Voice:	16

PERSONALITY

Intelligence:	18
Aura:	15
Will:	16
Morality:	7
Psyche	Amnesiac.
Deity:	None
Piety:	n/a

PHYSICAL SKILLS

Climbing	15/83
Jumping	13/75
Stealth	16/96
Throwing	13/91
Legerdemain	13/82

COMBAT SKILLS

Unarmed	15/74
Dagger	14/97
Broadsword	16/86
Spear	14/79
Roundshield	14/83
Horseman	16/74

COMMUNICATION

Awareness	11/97
Intrigue	16/105
Oratory	17/95
Rhetoric	17/103
Ritual	17/-

LANGUAGES/SCRIPTS

L/Dhrikri	17/94
L/Banshoi	17/63
L/Harnic	17/54
L/Latin	17/47
L/Malakta	17/31
S/Tortunii	17/98
S/Lakise	17/92
S/Roman	17/87

PSIONIC TALENTS

Mental Bolt	16/85
Sensitivity	15/51
Telepathy	15/63

LORE/CRAFT SKILLS

Alchemy	14/86
Foraging	14/57
Herblore	14/93
Horsecraft	16/47
Lockcraft	14/59
Physician	14/62
Survival	12/43

SPELLS

NOTES

Due to Hrak'arak's nature, he has a basic armour value over his whole body, except for his eyes.

Encumbrance	11
Fatigue	

Injuries/Location	HR	IP
Bloodloss		

PHYSICAL PENALTY	
ENDURANCE INDEX	
Special Penalties	

MOBility (SPDx5)	60
DodGE (AGLx5)	75
INItiative	97
Fatigue Rate (Load/END)	5

LOAD

	Weight
Weapons	9.00
Armour/Clth.	0.00
Miscellaneous	5.00
Total	**9.00**

WEAPONS

	Wgt	QI	A/D	B/E/P
Broadsword	3.00	16	3/2	03/05/03
Spear	5.00	15	4/2	04/na/07
Dagger	1.00	14	1/1	02/03/04

ARMOUR/CLOTHING

Size/Factor: 6/1.0

None.

ARMOUR ANALYSIS

SKULL	02/04/03	04/01/03
EYES	00/00/00	00/00/00
FACE	02/04/03	04/01/03
NECK	02/04/03	04/01/03
SHLDRS	02/04/03	04/01/03
U-ARMS	02/04/03	04/01/03
ELBOW	02/04/03	04/01/03
F-ARMS	02/04/03	04/01/03
HANDS	02/04/03	04/01/03
THORAX	02/04/03	04/01/03
ABDMN	02/04/03	04/01/03
HIPS	02/04/03	04/01/03
GROIN	02/04/03	04/01/03
THIGHS	02/04/03	04/01/03
KNEES	02/04/03	04/01/03
CALVES	02/04/03	04/01/03
FEET	02/04/03	04/01/03

HÂRNMASTER

CHARACTER PROFILE (NPC)

Lerudus Ash-K'veen

Savoyan Satia-Mavari

BIRTH

Species/Sex:	Human/Male
Birthdate:	694-Savor-9
Sunsign:	Tai
Birthplace:	Yael-Melderyn
Parent Occ.:	Innkeeper
Sibling Rank:	5 (of 6)
Estrangement:	42 (Average)
Clanhead:	Father

MEDICAL

Small Birthmark, Left Cheek.

APPEARANCE

Height:	5'3" (63")
Frame:	Light
Weight:	120
Complexion:	Medium
Hair Colour:	Black
Eye Colour:	Brown
Comeliness:	10

PHYSICAL

Strength:	10
Endurance:	12
Dexterity:	14
Agility:	9
Speed:	10
Eyesight:	12
Hearing:	11
Smell/Taste:	10
Touch:	11
Voice:	12

PERSONALITY

Intelligence:	14
Aura:	16
Will:	13
Morality:	14
Psyche:	Autophobia (63)
Deity:	Peoni
Piety:	51

PHYSICAL SKILLS

Climbing	11/44
Jumping	10/40
Stealth	13/51
Throwing	13/52

COMBAT SKILLS

Unarmed	11/33
Dagger	13/61
Shortsword	13/64
Spear	13/57

COMMUNICATION

Awareness	11/63
Intrigue	15/60
Oratory	12/24
Rhetoric	14/56
Ritual (Pe)	13/13
Singing	12/49
Flute	12/73

LANGUAGES/SCRIPTS

L/Harnic	14/91
L/Orbaalese	14/74
S/Runic	15/85
S/Lakise	15/90

PSIONIC TALENTS

Healing	15/32
Medium	15/48
Negation	15/29
Sensitivity	16/58

LORE/CRAFT SKILLS

Brewing	12/48
Drawing	12/32
Foraging	12/63
Herblore	12/38
Horsecraft	11/35
Mathematics	17/29
Survival	13/51
Tarotry	16/53
Tracking	13/31
Weatherlore	11/42

SPELLS

S1/Alvid's Mote 17/42
S1/Roanda's Glamour 17/51
S1/Violet Eye 17/93
S2/Galara's Enhance 16/73
S2/Talesien's Eye 16/52
S3/Loth's Key 15/67
S3/Ordeal of Frida 15/47
S3/Wisdom of Usela 15/81
S4/Spirit Block 14/55
S5/Jerila's Zone 13/26
S6/Arrow of Utern 12/52

O3/Breath of Dhivu 8/34
L2/Hlandor's Flash 9/47
L4/Beam of Nolor 7/23

N1/Ear of Pvara 8/83
N1/Tongue of Pvara 8/86
N2/Resurge 7/57
N3/False Soul 6/32
N3/Fount 6/24
N4/Dispell 5/41
N5/Gate of Kemdal 4/17

NOTES

Encumbrance	7
Fatigue	

Injuries/Location	HR	IP
Bloodloss		

PHYSICAL PENALTY	
ENDURANCE INDEX	
Special Penalties	

MOBility (SPDx5)	50
DodGE (AGLx5)	45
INItiative	56
Fatigue Rate (Load/END)	3

LOAD

	Weight
Weapons	9.00
Armour/Clth.	21.25
Miscellaneous	5.00
Total	**35.25**

WEAPONS

	Wgt	QI	A/D	B/E/P
Spear	5.00	11	4/2	04/na/07
Shortsword	2.00	12	2/1	02/04/04
Keltan	1.00	12	1/1	02/00/03

ARMOUR/CLOTHING

Size/Factor: 5/0.9

Plate Half Helm
Quilt Short Cowl
Quilt Gambeson,
Leather Leggings
Leather Shoes

ARMOUR ANALYSIS

SKULL	13/13/10	12/09/12
EYES	00/00/00	00/00/00
FACE	00/00/00	00/00/00
NECK	06/03/02	05/03/03
SHLDRS	06/03/02	05/03/03
U-ARMS	06/03/02	05/03/03
ELBOW	00/00/00	00/00/00
F-ARMS	00/00/00	00/00/00
HANDS	00/00/00	00/00/00
THORAX	06/03/02	05/03/03
ABDMN	06/03/02	05/03/03
HIPS	08/07/05	09/04/06
GROIN	08/07/05	09/04/06
THIGHS	08/07/05	09/04/06
KNEES	02/04/03	04/01/03
CALVES	02/04/03	04/01/03
FEET	02/04/03	04/01/03

HÂRNMASTER

CHARACTER PROFILE (NPC)

Radin

Panaga/Indan's "nephew"

BIRTH

Species/Sex:	Human/Male
Birthdate:	980(BT) Arazhar 7
Sunsign:	Nadai/Angbrellius
Birthplace:	Hlen
Parent Occ.:	n/a
Sibling Rank:	n/a
Estrangement:	n/a
Clanhead:	n/a

MEDICAL

APPEARANCE

Height:	5'4" (64")
Frame:	Light
Weight:	120
Complexion:	Fair
Hair Colour:	Red
Eye Colour:	Blue
Comeliness:	14

PHYSICAL

Strength:	12
Endurance:	14
Dexterity:	12
Agility:	13
Speed:	11
Eyesight:	15
Hearing:	9
Smell/Taste:	10
Touch:	11
Voice:	12

PERSONALITY

Intelligence:	12
Aura:	13
Will:	9
Morality:	8
Psyche:	None

PHYSICAL SKILLS

Climbing	12/63
Jumping	12/57
Stealth	11/87
Throwing	13/67

COMMUNICATION

Awareness	11/85
Intrigue	11/47
Oratory	13/34
Rhetoric	11/47
Ritual (Sj)	12/12
Singing	11/33

PSIONIC TALENTS

Prescience	13/47

SPELLS

COMBAT SKILLS

Unarmed	12/48
Broadsword	12/43
Dagger	12/53
Spear	12/73
Roundshield	12/71
Shortbow	13/47

LANGUAGES/SCRIPTS

L/Harbalese	10/85
L/Old Jarind	10/97
S/Khruni	11/81

LORE/CRAFT SKILLS

Fishing	11/38
Fletcher	12/32
Foraging	12/67
Herblore	11/35
Hideworking	12/34
Survival	12/49
Tracking	11/51
Weatherlore	12/35

NOTES

Radin is actually one of the Jarind wraiths who has come under the spell of Panaga. The body he occupies is that of an unkown young (around 22 years old) hunter. The physical stats are those of the hunter; the personality stats are those of the wraith.

Encumbrance	10
Fatigue	

Injuries/Location	HR	IP
Bloodloss		
PHYSICAL PENALTY		
ENDURANCE INDEX		

Special Penalties

MOBility (SPDx5)	50
DodGE (AGLx5)	65
INItiative	59
Fatigue Rate (Load/END)	

LOAD

	Weight
Weapons	14.00
Armour/Clth.	30.50
Miscellaneous	5.00
Total	49.50

WEAPONS

	Wgt	QI	A/D	B/E/P
Spear	5.00	14	4/2	04/na/07
Roundshield	6.00	16	1/R	02/na/na
Dagger	1.00	14	1/1	01/02/04
Shortbow	2.00	14	-/-	na/na/06

ARMOUR/CLOTHING

Size/Factor: 6/1.0

Quilt Gambeson,
Ring Shirt,
Short Quilt Cowl,
Plate Halfhelm,
Leather Calf Boots

ARMOUR ANALYSIS

SKULL	13/13/11	11/09/12
EYES	00/00/00	00/00/00
FACE	00/00/00	00/00/00
NECK	06/03/02	05/03/03
SHLDRS	09/08/05	09/05/07
U-ARMS	09/08/05	09/05/07
ELBOW	00/00/00	00/00/00
F-ARMS	00/00/00	00/00/00
HANDS	00/00/00	00/00/00
THORAX	09/08/05	09/05/07
ABDMN	09/08/05	09/05/07
HIPS	06/08/05	09/05/07
GROIN	09/03/02	05/03/02
THIGHS	09/03/02	05/03/02
KNEES	00/00/00	00/00/00
CALVES	02/04/03	04/01/03
FEET	02/04/03	04/01/03

HÂRNMASTER

CHARACTER PROFILE (NPC)

Ikaras

Gray Mage

BIRTH

Species/Sex:	Dhirik/Male
Birthdate:	387 Ilvin 2
Sunsign:	Tai/Skorus
Birthplace:	City Nascent Visions
Parent Occ.:	n/a
Sibling Rank:	n/a
Estrangement:	n/a
Clanhead:	n/a

MEDICAL

APPEARANCE

Height:	5'4" (64")
Frame:	Light
Weight:	120
Complexion:	Fair
Hair Colour:	Red
Eye Colour:	Blue
Comeliness:	14

PHYSICAL

Strength:	16
Endurance:	15
Dexterity:	12
Agility:	11
Speed:	11
Eyesight:	9
Hearing:	12
Smell/Taste:	15
Touch:	11
Voice:	12

PERSONALITY

Intelligence:	17
Aura:	22
Will:	12
Morality:	13
Psyche:	None.
Deity:	none
Piety:	

PHYSICAL SKILLS

Climbing	12/63
Jumping	12/57
Stealth	11/87
Throwing	13/67

COMMUNICATION

Awareness	11/85
Intrigue	11/47
Oratory	13/34
Rhetoric	11/47
Ritual (Sj)	12/12
Singing	11/33

PSIONIC TALENTS

Clairvoyance	20/84
Healing	20/93
Medium	20/67
Mental Bolt	19/109
Negation	19/93
Prescience	20/71
Psycometry	20/63
Sensitivity	20/94
Telepathy	20/89

SPELLS

See Reverse

COMBAT SKILLS

Unarmed	12/48
Dagger	12/53
Staff	12/73

LANGUAGES/SCRIPTS

L/Dhirik	18/107
L/Banshori	18/97
L/Malakta	18/86
L/Sindarin	18/84
L/Shorka	18/61
L/Harnic	18/57
S/Runic	16/106
S/Lakise	16/95

LORE/CRAFT SKILLS

Alchemy	22/116
Astrology	19/87
Foraging	12/67
Glassworking	12/72
Herblore	11/94
Jewelcraft	11/87
Mathematics	18/73
Tarotry	19/102

NOTES

Encumbrance	1
Fatigue	

Injuries/Location	HR	IP
Bloodloss		
PHYSICAL PENALTY		
ENDURANCE INDEX		

Special Penalties

MOBility (SPDx5)	55
DodGE (AGLx5)	55
INItiative	59
Fatigue Rate (Load/END)	1

LOAD

	Weight
Weapons	6.00
Armour/Clth.	0.00
Miscellaneous	5.00
Total	11.00

WEAPONS

	Wgt	QI	A/D	B/E/P
Hvy. Staff	5.00	11	4/3	05/na/na
Dagger	1.00	11	1/1	01/02/04

ARMOUR/CLOTHING

Size/Factor: 5/0.9

ARMOUR ANALYSIS

SKULL	07/08/06	06/07/07
EYES	00/00/00	00/00/00
FACE	07/08/06	06/07/07
NECK	07/08/06	06/07/07
SHLDRS	07/08/06	06/07/07
U-ARMS	07/08/06	06/07/07
ELBOW	07/08/06	06/07/07
F-ARMS	07/08/06	06/07/07
HANDS	07/08/06	06/07/07
THORAX	07/08/06	06/07/07
ABDMN	07/08/06	06/07/07
HIPS	07/08/06	06/07/07
GROIN	07/08/06	06/07/07
THIGHS	07/08/06	06/07/07
KNEES	07/08/06	06/07/07
CALVES	07/08/06	06/07/07
FEET	07/08/06	06/07/07

HÂRNMASTER

CHARACTER PROFILE (NPC)

Panaga

BIRTH

Species/Sex:	Vii/Neuter
Birthdate:	n/a
Sunsign:	Nadai
Birthplace:	Marsuk-Gandrak
Parent Occ.:	n/a
Sibling Rank:	n/a
Estrangement:	n/a
Clanhead:	n/a

MEDICAL

APPEARANCE

Height:	5'7" (67")
Frame:	Medium
Weight:	149 Compl-
exion:	Dark
Hair Colour:	White
Eye Colour:	Brown
Comeliness:	14 (Hand-

PHYSICAL

Strength:	17
Endurance:	16
Dexterity:	12
Agility:	13
Speed:	15
Eyesight:	11
Hearing:	10
Smell/Taste:	11
Touch:	12
Voice:	11

PERSONALITY

Intelligence:	18
Aura:	12
Will:	16
Morality:	4
Psyche	
None.	
Deity:	Agrik
Piety:	

PHYSICAL SKILLS

Climbing	17/68
Jumping	16/64
Stealth	17/51
Throwing	18/56

COMBAT SKILLS

Unarmed	14/78
Dagger	14/75
Mace	14/96
Isagara	13/81
Roundshield	14/93

COMMUNICATION

Awareness	15/60
Intrigue	20/80
Oratory	16/32
Rhetoric	12/59
Ritual (Ag)	16/16
Singing	15/45

LANGUAGES/SCRIPTS

L/Surikal	15/95
L/Dhirikri	15/87
L/Banshori	15/65
L/Malakta	15/45
L/Hârnic	15/90
L/Harbaalese	15/75
L/Old Jarind	15/57
S/Lakise	17/98
S/Runic	17/93
S/Khruni	17/34

PSIONIC TALENTS

LORE/CRAFT SKILLS

Alchemy	14/93
Foraging	13/53
Herblore	13/78
Minerology	15/43
Survival	15/39
Tracking	13/51

SPELLS

The demons of Balgashang have an innate ability to manipulate Peleahn principles. This translates into spell-equivalency. Panaga can cast any Peleahn spell as follows:

I Level:	ML70
II Level:	ML60
III Level:	ML50
IV Level:	ML40
V Level:	ML30
VI Level:	ML20
VII Level:	ML10

NOTES

In addition to the *Dar'k'tlr*, Panaga's mace is an artifact of substantial enchantment. This mace has had the following spells cast upon it: *False Soul* (N/III, Ego 9 Mor 17, dedicated to Agrik); *Tempering of Pytma* (J/II, WQ+2); *Anvil of Pytma* (J/III, Impact +4); *Swordbreaker* (J/IV, +1d4 to damage checks); *Ward of Akana* (J/IV).

Encumbrance		3
Fatigue		
Injuries/Location	**HR**	**IP**
Bloodloss		
PHYSICAL PENALTY		
ENDURANCE INDEX		
Special Penalties		

MOBility (SPDx5)	60
DodGE (AGLx5)	65
INItiative	97
Fatigue Rate (Load/END)	1

LOAD	**Weight**
Weapons	18.00
Armour/Clth.	0.00
Miscellaneous	5.00
Total	**23.00**

WEAPONS	**Wgt**	**Ql**	**A/D**	**B/E/P**
Hvy. Mace (E)	6.00	17	3/1	10/na/na
Isagara	5.00	15	5/1	04/04/na
Dagger	1.00	14	1/1	02/03/04
Roundshield	6.00	16	1/R	02/na/na

ARMOUR/CLOTHING Size/Factor: 6/1.0

ARMOUR ANALYSIS

SKULL	06/05/04	05/05/05
EYES	00/00/00	00/00/00
FACE	06/05/04	05/05/05
NECK	06/05/04	05/05/05
SHLDRS	06/05/04	05/05/05
U-ARMS	06/05/04	05/05/05
ELBOW	06/05/04	05/05/05
F-ARMS	06/05/04	05/05/05
HANDS	06/05/04	05/05/05
THORAX	06/05/04	05/05/05
ABDMN	06/05/04	05/05/05
HIPS	06/05/04	05/05/05
GROIN	06/05/04	05/05/05
THIGHS	06/05/04	05/05/05
KNEES	06/05/04	05/05/05
CALVES	06/05/04	05/05/05
FEET	06/05/04	05/05/05

HÂRNMASTER

PERSONAL SPELL PROFILE (NEUTRAL-SAVORYAN)

Ikaras

SAVORYA

S1/Alvid's Mote	16/87
S1/Perfection of Sif	16/83
S1/Roanda's Glamour	16/76
S1/Violet Eye	16/121
S2/Aron's Thought	15/98
S2/Galara's Enhancement	15/115
S2/Talesien's Eye	15/87
S2/Usela's Perception	15/81
S3/Absorb	15/78
S3/Infuse	15/87
S3/Loth's Key	14/104
S3/Ordeal of Frida	14/84
S3/Release	14/63
S3/Suspension	14/73
S3/Wisdom of Usela	14/117
S4/Enesin's Quill	13/83
S4/Fade	13/78
S4/Merge	13/67
S4/Spirit Block	13/78
S4/Ward	13/93
S5/Bolt of Mintora	12/82
S5/Jerila's Zone	12/72
S5/Sanctum	12/103
S6/Attune	11/81
S6/Feel	11/87
S6/Veil of Iros	11/103
S7/Focus	10/96
S7/Knife of Kasrith	10/85
S7/Mikaad's Ward	10/78
S7/Survan's Key	10/83
S8/Channel	9/47

LYAHVI

L1/Ablarin's Field	13/67
L1/Aeric's Whisper	13/73
L1/Beacon of Isala	13/93
L2/Feel	12/73
L2/Hlandor's Flash	12/87
L2/Suspension	12/65
L3/Absorb	11/71
L3/Fade	11/46
L3/Globe of Setath	11/64
L3/Prism of Gethan	11/76
L3/Sight of Castreanel	11/57
L4/Beam of Nolar	10/73
L4/Ligh of Aestir	10/64
L5/Visions of Sheridyn	9/45

ODIVSHE

O1/Bonal's Quenching	15/67
O1/Yavari's Spoon	15/83
O1/Eye of Ultramarine	15/65
O2/Feel	14/51
O2/Suspension	14/57
O2/Shadow of Yanar	14/81
O3/Breath of Dhivu	13/93
O3/Fade	13/57
O3/Mouth of Lathal	13/87
O5/Torval's Rest	11/57

NEUTRAL

N1/Ear of Pvara	19/97
N1/Eye of Kemdal	19/85
N1/Tongue of Pvara	19/93
N1/Veil of Nashal	19/87
N2/Charge	18/78
N2/Power of Daras	18/81
N2/Suspension	18/73
N2/Talin's Bane	18/79
N2/Talin's Eye	18/81
N3/Attune	17/67
N3/Fade	17/71
N3/False Soul	17/87
N3/Maintain	17/67
N3/Periapt of Power	17/73
N3/Well of Anasiron	17/93
N4/Abort	16/71
N4/Feel	16/83
N4/Resurge	16/67
N4/Shield of Kail	16/62
N4/Store	16/53
N4/Raibow Sanctum	16/67
N4/Will of Kirat	16/31
N5/Chain	15/83
N5/Rainbow Focus	15/73
N5/Gate of Kemdal	15/67
N5/Fount of Power	15/73
N5/Radyn's Bubble	15/54
N6/Dispell	14/69

PELEAHN

P1/Sphere of Shanakar	11/87
P1/Zyrgin's Heat	11/64
P2/Aidan's Hastening	10/56
P2/Breath of Casyl	10/87
P2/Feel	10/67
P2/Suspension	10/53
P3/Eyes of Niyar	9/63
P3/Fade	9/57
P3/Orb of Zatara	9/81
P3/Targen's Brand	9/79

FYVRIA

F1/Figure of Aestras	13/63
F1/Verdant Hand	13/67
F2/Eye of Perfection	12/89
F2/Feel	12/63
F2/Hand of Iliam	12/93
F2/Suspension	12/73
F2/Syncope of Shalor	12/82
F3/Fade	11/51
F3/Nurture of Isla	11/85
F3/Regesis	11/74
F4/Vines of Alguinas	10/67

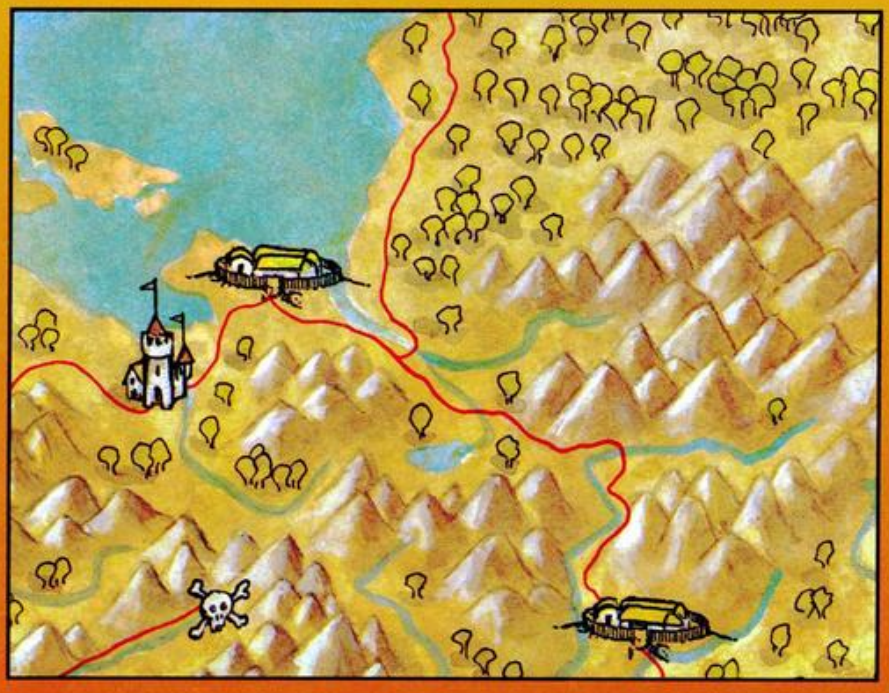
JMORVI

J1/Fade	11/37
J1/Feel	11/43
J1/Sight of Eneldir	11/63
J1/Ward of Sirik	11/57
J2/Iron Sting	10/87
J2/Tempering of Pytama	10/65
J3/Mend	9/47

9/4/94
$ 16.00

Curse of Hlen™

HârnWorld Adventure



Elgon gazed at the tiny silver key.

"This is all we need to defeat Panaga?" he asked in wonderment.

"Yes. With the Eyes, the Tongue and the Horn," replied Balrik.

Shouts of triumph by the others stopped when a haze of steamy motes drifted together in the center of the room. We watched dumbstruck as the motes assumed form, hands drifting unconsciously to our weapons. A terrible face, like nothing ever seen before, peered from the swirling cloud, a demon head that seemed all fangs and horns, and its eternal, black eyes were terrible to behold. Some looked away, others gazed in horror between warding fingers.

"Look upon the face of death," the demon commanded. To obey was certain, until a green radiance engulfed the room, releasing us from the baneful glamour. Fair Seryl, the mage of Melderyn stood among us.

"Flee," she said. "Now there is but one path you can take..."

As we fled, airs of transfinite battle caressed our backs.

Diary of an Adventurer

Curse of Hlen

This module is the third and final part of the Panaga trilogy, the first two being ***The Staff of Fanon*** and ***The Lost City of Kiraz.*** Although these three adventures are linked to create an epic quest, each tale is a separate and exciting adventure by itself. A summary of the past two adventures is included in this module. The following sites are involved:

Borin

An Ivinian thran and port in northern Harbaal. The settlement lies at the western end of the Bovoni Trail, one of the few passes through the high Harbalese Alps.

Hlen

An outpost of the Kingdom of Jarenmark in northern Hurisea, held by clan Pelstrom. Once a burial ground of Jarin chieftains, an evil curse involving tales of "walking dead" has overtaken this once prosperous Ivinian community.

Varaxis

A tortured maze, created by the Gods as a trial by ordeal to settle disputes of the *Concordat of the Illimitable Tome.* The location of Varaxis is unknown to any mortal, although most believe it to be somewhere *between* worlds.

City of Nascent Visions

A great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. The city is currently held by *Hrak'arak-Dielvin,* an ambitious warlord of unknown origin. And Panaga awaits...

COLUMBIA GAMES

COLUMBIA GAMES INC.

Box 3457
Blaine, WA 98231
U.S.A.

810 W. Broadway, #581
Vancouver, V5Z 4C9
CANADA

PRINTED IN CANADA, ISBN: 0-920711-30-8